



CS 153 - VISUAL PROGRAMMING I / 1 برمجة مرئية 1 / 1

College/Institute	College of Business Studies
Scientific Department	Computer and Information Systems
Course Title	Visual Programming 1 / 1 برمجة مرئية 1 / 1
Course Number	CS 153
Language of Instruction	English
Prerequisites	CS 103
Credits	5
Hours	6
Theoretical Hours per week	4
Practical Hours per Week	2
Category	Major Core

COURSE DESCRIPTION

This course introduces the knowledge and techniques to develop a reliable Graphical User Interfaces (GUIs) web applications. And based on today's technologies the course emphasizes on designing Web pages for the World Wide Web. Students use basic Hypertext Markup Language (HTML) to create graphical content, optimize the graphical content presentation through the use of Cascading Style Sheets (CSS) technology, and attach interactive events via scripting languages. All under a constraint that students will create web sites without the aid of a software authoring tools.

COURSE OBJECTIVES

1. Use the HTML language and its more stringent counterpart eXtensive HTML(XHTML) to develop reliable pages for the web
 - a. Identify basic XHTML tags and attributes.
 - b. Explain, view, and test markup code in various Web browsers.
 - c. Incorporate tables, forms, graphics design and other GUI components on a webpage.
2. Identify differences between extended technologies such as XHTML and eXtensive Markup Language (XML), and how they differ from HTML
3. Describe how CSS technology could be applied to format Web content.
 - a. Introduce real world examples of web pages using CSS.
 - b. Understand how CSS affects XHTML content.
4. Use client-side scripting to extend the capabilities of HTML and XHTML
 - a. Explain the basic application of scripting languages.
 - b. Explain scripting language arrays, loops and conditional statements.
 - c. Apply scripting language effectively in website.
 - d. Understand in depth the relationship between scripting files and XHTML documents.



OUTLINE OF TOPICS AND SEQUENCE

Seq.	Topics	Week#	Theo. Hours	Pract. Hours
1	HTML skeleton, tags for text	1	1	1
2	HTML tags and web standards for images (graphics)	1	1	1
3	HTML tags for links, lists, tables, and forms basics	1, 2	2	2
4	XML, DTD , & XHTML	2, 3	6	1
5	CSS Styling [External, Internal, Inline, and Default CSS styles]	3, 4	6	3
6	CSS Box Model	5	4	2
7	CSS Selection	6	3	2
8	CSS Allocation	6, 7	5	2
9	CSS Layouts	8	4	2
10	Introduction to Scripting Language	9	1	0
11	[Scripting Language] Working with numbers, strings, and dates	9	3	2
12	[Scripting Language] Control Statements	10	3	2
13	[Scripting Language] Arrays	10, 11	5	2
14	[Scripting Language] Functions	11	2	2
15	[Scripting Language] Introduction to Document Object Model (DOM)	11, 12	6	2
16	[Scripting Language] introduction to Event handling	13	4	2
Total Theoretical and Practical Hours			56	28

DELIVERY METHODS

- ◆ Lectures: 4 hours per week (i.e. 4 credit)
- ◆ Laboratories: 2 hours per week (i.e. 1 credit)

RECOMMENDED TEXT / OTHER LEARNING MATERIALS / AND REFERENCES

[Text]	New Perspectives on Blended HTML, XHTML, and CSS:	[Author] Henry Bojack
[Publisher]	Course Technology; 2 edition (November 12, 2009)	
[ISBN13]	978-0538746335	[ISBN10] 0538746335
[Text]	Murach's JavaScript and DOM Scripting	[Author] Ray Harris
[Publisher]	Mike Murach & Associates (August 17, 2009)	[ISBN13] 978-1890774554
[ISBN10]	1890774553	



EVALUATION METHODS

Students will be evaluated as follows:

Evaluation Method	Percentage
Lab Work	5%
XHTML Exam	10%
CSS Exam	15%
Scripting Language Exam	10%
Course Project	10%
Final Examination (Theoretical or Practical)	50%
Total	100%