KONGU ARTS AND SCIENCE COLLEGE, ERODE

DEPARTMENT OF COMPUTER SCIENCE (U.G)

VALUE ADDED COURSE (2012 - 2013)

COURSE	SUBJECT
WEB DESIGNING AND MULTIMEDIA	Paper 1.1 : Web Designing
	Paper 1.2 : Multimedia
	Programming Lab 1.3 : FLASH & ASP

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WEB DESIGNING AND MULTIMEDIA

PAPER 1.1 WEB DESIGNING

Subject Description: This subject deals with Web and Server Programming concepts
Objective: To inculcate knowledge in Java Script and ASP.Net

Unit I:

Web Programming Concepts – Introduction to Web Programming – Client Server Technology Environment – Understanding web Server IIS – How Internet and Intranet works

Unit II:

HTML-Introduction to HTML, HTML page formatting basics, web graphics basics, Table and frames-web page forms-CSS, DHTML, XML-Basics

Unit III:

Java script – external scripting – Various web technologies – Introduction to ASP.NET - .NET Framework

Unit IV:

Working with server controls – validation controls – Intrinsic Objects – Data Binding and reporting – Database connectivity with MS Access

Unit V:

Introduction to AJAX – Ajax with ASP.NET – working of AJAX – AJAX FAQ

Text Books:

1. Achyut S Godbole & Atul Kahate, "Web technologies", II Edition, Tata McGraw Hill, New Delhi.
2. Dave Mercer, "ASP 3.0 - A Beginner's Guide", Tata McGraw Hill Publishing, New Delhi, 2001
3. Eric A.Smith, "ASP 3 Programming Bible", IDE Books India (P) Ltd, New Delhi, 2000
4. Greg Buczek," ASP Developers Guide", Tata McGraw Hill, New Delhi, 2000

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PAPER 1.2 : MULTIMEDIA

Subject Description: This subject deals with Animation Techniques

Objective: To inculcate knowledge in Flash Basics and Applications

Unit I:

Flash Basics - Flash tool box – Selecting, Moving, Smoothing, Straightening and Rotating objects – Irregular shapes – Altering size of the objects – Lasso tool – Dropper tool.- Rulers – Grid lines .

Unit II:

Frames and Key frames – Animation of Text – Creating objects for your movies – Using Grid, Rulers, Guides and Panels.

Unit III:

Tweening - Shape Hints – Working with layers- Grouping objects Vs Movie clips – Vector Graphics-Bitmap images- Masking.

Unit IV:

Creating symbols - Manipulating Buttons – Adding sounds to Timeline– Adding actions-Setting Onion skins.

Unit V:

Creating Continuous Actions with set interval - Controlling sound – Add advanced interactivity with Action script .

Text Books:

1. ”Flash 8-A Beginner's Guide”-Bonnie Blake, Doug Sahlin.
2. Anushka Wirasinha, “Flash in a Flash Web Development”, Prentice Hall of India, 2002.

Reference Book:

1. Brain Underdahl, “Macromedia flash – The Complete Reference”, Osborne.

COURSE : WEB DESIGNING AND MULTIMEDIA

Programming Lab 1.3 : FLASH & ASP

S No	Particulars
1	Animate a Ball with the help of Guide line Animation. (Path Animation)
2	Change a Shape into Another Shape. (Shape Animation)
3	Create a Masking effect in Text using an image.
4	Create an Album with the help of Buttons
5	Create Morphing between two images in Flash.
6	Write a Java script program to validate an e mail ID.
7	Display a different image each time a user visits a page and the image or links.
8	Display simple records from a database (Data Views).
9	Implementation of web services for rupees to dollar conversion.
10	List, Edit, Update and delete Database Records – Add New Record (ADO.NET).