KONGU ARTS AND SCIENCE COLLEGE, ERODE

DEPARTMENT OF COMPUTER SCIENCE (U.G)

VALUE ADDED COURSE (2013 - 2014)

COURSE	SUBJECT
DYNAMIC WEB DEVELOPMENT-PHP & MULTIMEDIA	Paper 1 : PHP
	Paper 2 : Multimedia
	Programming Lab 3 : MAYA & PHP

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DYNAMIC WEB DEVELOPMENT-PHP & MULTIMEDIA

Paper 1-Basics of PHP

Subject Description: This subject deals with Dynamic web development and Programming concepts

Objective: To inculcate knowledge in PHP

UNIT 1
Understanding PHP basics: Introducing php- history-unique features-what is php and why we need it? - What you need to get started-Installing and testing Easy PHP-Installing XAMPP

UNIT 2
Getting Started With Variables-php conditionals-programming loops- Working with HTML Forms -creating a simple php program-working with files

UNIT 3
Php arrays- What is an Array?- Setting up an Array in PHP- Getting at the values stored in Arrays- Arrays - Using Text as Keys- Arrays and For Each- Sorting Array values-Random Keys from an Array- The count function- Some Array Scripts- String Manipulation.

UNIT-4
An Introduction to Functions- Create your own Functions- Date and Time Functions in PHP-creating classes in php

UNIT-5
PHP and MySQL- Manipulate a MySQL Database- PHP Cookies-PHP Sessions-Security Issues

Text Book
 1. "A Beginner's Guide PHP" By Vikram and Vaswavi-Tata Mcraw Hill Publications

Reference Book
 1. "Beginning PHP 5" By Mercer,Kent,Kowicki,Mercer,Squier,Choi

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Paper 2-Multimedia-Maya

Subject Description: This subject deals with Animation Techniques

Objective: To inculcate knowledge in Maya Basics and Applications

UNIT I
   Introduction to Maya- Production workflow- Maya's Architecture- Maya User Interface- Title bar, Menu bar, Status line, Shelf, Toolbox, Workspace, Channel box, Layer Editor, Time slider, Range slider, Command line, Script Editor button, Help line, Hotbox.

UNIT II
   Modeling-Polygonal Modeling, Organic modeling, Basic NURBS Modeling.

UNIT III
   Animation Basics- Keyframe Animation- Basic Animation Principles-Character Animation-Animation Tools.

 UNIT IV
   Texture Basics - Hyper shade-Rendering Nodes and their attributes-Texturing in Practice-Tutorials.

UNIT V
    Painting in Maya-Paint effects-3D Paint tool-Lights and Cameras –Light nodes-Camera nodes.

Text Book
   1. "The Complete Reference Maya 8" by Tom Meade & Shinsaku   Arima-Tata McGraw-Hill Publishing Company Limited,New Delhi.

Reference Book
   1. "Maya Bible" by Joe Spadaro and Don Kim-Wiley Publishing,Inc.

COURSE: DYNAMIC WEB DEVELOPMENT- PHP & MULTIMEDIA

Programming Lab 3 : MAYA & PHP

S No	Particulars
1	Create a simple animation effect using Maya software.
2	Create a Text based animation using Maya software.
3	Create a Modeling of an image using Maya software.
4	Create a character Modeling in Maya.
5	Create 3Dimensional views using Maya software.
6	Creating a simple php script
7	Generating a random number using php script
8	Write a php program using arrays and functions
9	Write a php program using forms
10	Write a php script to connect with a database