

COLUBER INTORNATION						
COURSE INFORMATION	CODDODO	Carres Titles	*** 1 D			
Course Prefix/Number:	COP2822	Course Title:	web Page	Design and Programming		
Number of Credits:	4	Clock Hours:		Dollar Course		
Course Action	Add New Cours		xisting Course	Delete Course		
Degree Type	☐ B.A.S. ☐ B.S.		☐ A.A.	□ A.A.S. □ A.T.C. □ C.C.C.		
Credit Type	☐ 01 (A&P) 🔀	02 (PSV/OCCUP)				
Course Type	☐ Lecture ☐ Lab ☐ Lecture/Lab Combo ☐ Internship ☐ Clinical ☐ College Prep					
Curriculum Report:	87/ January 2012					
COURSE DESCRIPTION						
	ent-side programi	ming skills and	d technologies	udents for web development. s, such as JavaScript, XML, and Ajax.		
	P1332 or COP1334, a	and CTS1800	Co-requisite(s):			
COURSE COMPETENCIES						
1. Communica 2. Numbers / 3. Critical thir 4. Information 5. Cultural / C	Data nking	7. 8. 9.	Social Respons Ethical Issues Computer / Te Aesthetic / Cre Environmental	chnology Usage eative Activities		
Co	ourse Comp	etency		Learning Outcome		
Competency 1: The student will den practices and proced	ures by:			8. Computer / Technology Usage		
Differentiating by programming						
Identifying curre languages and d development	_					
3. Describing the ad example web site	-	3. Critical thinking				
4. Explaining the ad types of Integrate website developm	d Development E	ıt				
Competency 2:						
The student will demo	onstrate an under	standing of Ja	avaScript basio	:5		
by:  1. Discussing the or	igins and uses of					
Discussing the basic concepts of object-based programming and how they apply to JavaScript						
3. Creating and usin and expressions	g primitive data t	ypes, operator	rs, variables,			
4. Demonstrating th properties and fur		for accessing	object			
5 Demonstrating ba	sic screen output					



Competency 3:	
The student will demonstrate an understanding of JavaScript	
control statements by:	
1. Creating selection statements using "if", "ifelse", and "switch"	
2. Creating repetition statements and counters using "for", "do", and "while"	
3. Using "break" and "continue" to customize repetition structures	
Demonstrating the use of assignment, increment, and decrement operators	
Competency 4: The student will demonstrate an understanding of Functions and Arrays by:	
1. Describing functions and the concept of code reuse	
2. Declaring and calling functions	
3. Returning values from functions	
4. Describing how arrays are stored in Array objects	
5. Declaring, allocating, and sorting arrays	
6. Passing arrays to functions	
Competency 5: The student will demonstrate an understanding of JavaScript Objects, Events, and the Document Object model by:	
Discussing the origins and evolution of the Document Object     Model(DOM)	
2. Describing and using JavaScript objects such as Math, String, Date, Number, Document, and	
3. Discussing the concepts of "events" and "event handling"	
4. Creating and handling events from HTML elements	
5. Creating and validating form input elements	
6. Creating and handling events based on user mouse activity	
7. Creating and dynamically positioning elements in a web page	
8. Creating and changing the content of an element dynamically	
Competency 6:	
The student will demonstrate a basic understanding of XML by:	
Discussing the origins and uses and XML	
Creating a properly structured XML document	
3. Demonstrating proper use of elements and attributes	
4. Declaring and applying namespaces	
5. Discussing Document Type Definitions (DTDs) and Schemas	
6. Discussing Extensible Stylesheet Language Transformations (XSLT)	



Co	mpetency 7:	
The	student will demonstrate a basic understanding of Ajax by:	
1.	Discussing the origins and uses of Ajax	
2.	Discussing the XMLHttpRequest Object	
3. Creating a script that will make a request to the		
4.	Creating a script that will process the response from a server	
5.	Discussing the use of Ajax toolkits in assisting with the	
	development of client-side and server-side Ajax software	