

CIT407 - Web Design Plan

Course Name	Web Design								
Course Name Course Code	Web Design								
	CIT407								
Course Type	Compulsory								
Course Level	Undergraduate								
AKTS Credit	5 ECTS								
Course hours per week	3								
(Institutional)									
Practice hours per week	2								
Laboratory hours per	-								
week									
Academic Semester	2012 -2013 Fall								
Course coordinator(s)	Dr. Hüseyin Lort								
Instruction system									
Medium language	English								
Prerequisite	-								
Suggestions related to	N/A								
course									
Training required	N/A								
Aim of the course	The major goals of this course are:								
	 Installation of programming environment, like Wamp server. 								
	 Introduce basic syntax of PHP. For example variables, constants, 								
	arrays, functions, (character, numeric, logical, date, etc.), the								
	program flow control statements (if, switch, case, etc.) and the use								
	of expressions (do-while, for, loop, etc.).								
	• Introduce creation of Forms and how to create dynamic web pages.								
	• Introduce use of files in PHP.								
	 Introduce Database Connection and manipulations. 								
	Desribe graphic generation with PHP and Error exception handling								
	Introduce web services.								
Learning outcomes	At the end of this course students should:								
	Undestand the installation of local server.								
	2. Understand the using of loops, functions, arrays and tables in PHP								
	3. Understand the Forms and creating interactive and dynamic web								
	page.								
	4. Understand the File Manipulations								
	5. Understand use of Database in PHP, like insert, update, delete,								
	search in database.								
	6. Graphic generation with PHP, Error exception and email handling.								
	7. Understand the web services.								
Course Content	Internet programming languages, Internet programming client-server								
	architecture, Web server setup, programming language (asp, php, Net,								
	jsp, etc.) Program development environments, programming input,								
	variables, constants, arrays, functions, (character, numeric, logical,								
	date, etc.), the program flow control statements (if, switch, case, etc.)								
	and the use of expressions (do-while, for, loop, etc.), server and								

environment variables. Internet via HTTP requests and responses sent to the database over the Internet to connect and perform transactions in the data base in the list of information, sort, changing, dynamic education, an internet application development. Internet / web-aided / based learning basic concepts, Internet / web-supported / learning-based theoretical basis, advantages and disadvantages; internet / web-aided / based on a lesson in learning to create skeleton; internet / web-aided / based design principles to learn how to use; Internet / web-supported / learning interaction based on the appropriate format to use, Web-based / supported learning environments for the basic technical problems and solutions.

Course content per week

	Topics								
Week	Theory	Practice							
1	Introduction to the course ,Our programming environment: Xamp, PHPed	What is the PHP scripting language, what is the general purpose of it, in which environments php scripts can run, type of servers, how we can run the our php scripts over xamp server.							
2	Basic HTML, A simple PHP program	Developing simple Php program, understand the basic syntax of php.							
3	PHP decision making: HTML tables , PHP loops and arrays	Exercises on developing program with using conditions, loops and arrays, and understand the difference of syntax from other programming languages.							
4	HTML Forms , An interactive PHP program.	Exercises on understanding how to create HTML form and form elements, use of GET and POST method, understand the diffrence between these two methods.							
5	Functions and includes - organizing your code	Exercises on understanding how to write function scripts in php, and organization of codes							
6	File and directory handling, Using PHP to upload files .	Exercises on understandinghow we use traditional file system in php, save into file, read from file							
7	PHP Database Connectivity, SQL online tutorial.	What is the MySQL data base server, how we can create database, how we can create tables, Understanding the use of MySQL database server, and we we can make connection to our database that we created.							
8		Midterm Exam							

	9	Retrieving of MySQL using Authentical session har	ng PHP: tion and	Exercises on understanding how to get data from MySQL database and authentication of retrieved data.					
	10 Manipulati MySQL usir			Exercises on Understanding how to insert data into database, how to read data from database and how to search in database					
	11	Graphic ger with PHP , exception h	Error and	Exercises on error and exception handling.					
	12	Email Hand	lling	Exercises on email handling					
	13	Web servic	es	Review over web services , how we can use them.					
	14	Revision							
	15	Final exam							
Course book and references :	Beginning PHP5 and MySQL: From Novice to Professional, W. Jason Gilmore, 2004, Apress, ISBN: 1-893115-51-8.								
Evaluation									
Quiz:	30%								
Midterm exam:									
Final exam:	40%								
Semester Activitie	es Nur	nber	Contribution percentage to course mark %						
Midterm Exam		2	30						
Project	-,		15						
Final Exam 1			40						
TOTAL				100					

3 Theory Hour X 12 + 2 Practice Hour X 12 + 1 hour midterm + 2 hours final + 4 hours X 12 studing + 3 hours X 5 assignments+ 24 hours X 1 project working = 150/30= 5 ECTS credit

Programme and learning outcomes

Learning Outcomes (LO)	Programme Outcomes (PO)															
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PO 13	PO 14	PO 15	PO 16
LO1	5		4	2						5						
LO2	3									5						
LO3	3									5						
LO4	3		3							5						
LO5			4	2						5						
LO6	3		3	2						5						
L07	5		3	2						5						

^{*}Contribution Level:

CITT Department Programme Outcomes

- **1.** Having adequate level of knowledge and skills in current/new computing and educational technologies.
- **2.** Having sufficient communication and teaching skills in teaching profession.
- **3.** Being able to teach updated computing technologies efficiently in English.
- **4.** Being able to identify information technology problems through using various analysis and synthesis.
- **5.** Being pragmatic to develop and apply persistent information technology solutions to educational and business problems.
- **6.** Being able to use critical and computational thinking skills to produce alternative solutions at every level of project development life-cycle.
- **7.** Being capable to work in disciplinary and interdisciplinary teamwork.
- **8.** Being sensitive, reactive and responsive to professional, social and ethical issues. Having social and ethical awareness in teaching and in providing solutions to problems.
- **9.** Having adequate level of knowledge and skills in current/new computer hardware, operating systems and computer networks.
- **10.** Adequate level of knowledge and skills in current/new programming languages, programming paradigms (procedural and object-oriented) and programming environments (visual, console-based programming).
- **11.** Being able to analyse, plan and manage educational software design and project development.
- **12.** Having the capability of evaluating and criticising educational software design and development.
- **13.** Adequate level of knowledge in using and integrating current/new e-learning and distance education systems such as learning management systems (LMS).

¹ very low 2 low 3 medium 4 high 5 very high

- **14.** Having sufficient skills and knowledge in using instructional technology and material design.
- **15.** Having skills to apply and use special teaching approaches, theories, teaching strategies, methods and techniques (such as to those people with disabilities).
- **16.** Using appropriate measurement and evaluation techniques to assess students' learning and development in addition to supporting them with good level of feedback.