



COURSE SYLLABUS

Web Development/ASP.NET 2.0, 3.5

50 Cragwood Rd, Suite 350
South Plainfield, NJ 07080

Victoria Commons, 613 Hope Rd Building #5,
Eatontown, NJ 07724

130 Clinton Rd,
Fairfield, NJ 07004

Avtech Institute of Technology Course

Instructor:

Course Duration: 15 weeks

Date/Time:

Training Location:

Course:

Text / Lab Books:

PROVIDED TEXT BOOK:

1. **Microsoft® .NET Framework 2.0 Web-Based Client Development**
by Glenn Johnson; Tony Northrup
2. **Dreamweaver CS3**
by David Sawyer Garrick Chow
3. **Avtech Ecommerce Material (all available in digital format)**

Course Description

This complete curriculum provides the learner with an overview of the state of e-commerce today. It defines electronic commerce and discusses electronic commerce elements. Also addressed are issues and technologies available for companies wishing to engage in e-commerce. This curriculum is intended for students who wish to consider some of the costs, as well as the potential benefits of e-commerce.

This course enables students to target specific technologies and distinguish themselves by demonstrating in-depth knowledge and expertise in developing .NET Framework 2.0 Web Applications (MCTS: .NET Framework 2.0 Web Applications) and data access (ADO.NET) in Web applications.

This course helps students to focus in Visual Studio 2005 and Microsoft ASP.NET 2.0/3.5 training and will help them to autonomously find learning resources so that they can upgrade from Visual Studio .NET and ASP.NET 1.0 or ASP.NET 1.1.

Learning Objectives

At the end of this course, the student should be able to:

1. Understand internet technology
2. Create a simple webpage using HTML, CSS, DHTML
3. Create an interactive JavaScript program
4. Explain the purpose and syntax of XML
5. Create webpage using graphical tools such as Dreamweaver 8
6. Understand SQL, Stored Procedure
7. Understand Object Oriented Programming in VB.NET 2005
8. Work on a team in a medium or large development environment that uses Microsoft Visual Studio .NET 2005
9. Develop web-based application using Microsoft .NET framework 2.0, 3.5
10. Understand web service technology
11. Understand ADO.NET
12. Understand Microsoft's client-side AJAX framework to build the web applications of the future: pure client-side AJAX applications

Prerequisite

- Understanding of the Windows operating system (XP)
- Understanding of the principles of computer programming

Teaching Strategies

A variety of teaching strategies may be utilized in this course, including but not limited to, lecture, discussion, written classroom exercises, written lab exercises, performance based lab exercises, demonstrations, quizzes and examinations. Some quizzes may be entirely or contain lab based components. A mid-course and end course examination will be given.

Tentative Schedule

SESSION	DATE	MAJOR TOPIC	SUB-TOPICS
1		Internet Introduction Client-Side Technology HTML	Course Overview Introduction of Internet Technology Web Page Layout Web Development Process
2			HTML Building Blocks Starting your web page Text Formatting Creating/using web images Hyperlinks Image Map
3			Special Characters Bulleted lists Table creation Forms Frames Cascading Style Sheets and publishing
4		CSS	Introduction to Cascading Style Sheets Setting Up style sheets Formatting Text with Styles
5			Layout Styles CSS Style Switcher
6		DHTML, JavaScript	DHTML Introducing Java Script JavaScript Fundamental Variables and Operators Function and Control Structure
7		JavaScript	Object-Based Programming with JavaScript Form validation Arrays
8		XML	Introduction to XML XML Syntax Rules XML Validator XML Browsers XML XSL
9			Introduction to XSLT XSLT Template, value-of, for-each, sort, if, choose

			Introduction to Document type definitions XML Schema
10		IDE DreamWeaver CS3	Introduction to Dreamweaver 8 Interface Site Control Basics
11			Linking Cascading Style Sheets Tables Typography
12			Layout Designing for Devices Rollovers XHTML
13			Forms Behaviors Templates and Library Items Automation
14			Accessibility Inserting Media Objects Getting your site Online FTP
15		Database Development with SQL Server 2005	Introduction to SQL Entering Information Extracting Information
16			Advanced Database Design Manipulating Data Grouping and Aggregating Data
17			Queries within Queries Advanced Queries Views Transaction Stored Procedures
18		Visual Basic 2005(VB.NET)	Intro to Object-Oriented Programming in VB .NET: What you Need to Know Fundamental to VB.NET Control Structure

19			Procedures Advanced Data Types
20			Advanced Data Types Exception Handling
21			Object-Oriented Programming
22			Inheritance Interfaces and Collection
23		ASP.NET 2.0, 3.5 ADO.NET	Introducing the ASP.NET 2.0 Web Site Adding and Configuring Server Controls
24			Exploring Specialized Server Controls Create Custom Web Controls
25			ADO.NET and XML with ASP.NET
26			Input Validation and Site Management Programming the Web Application
27			Customizing and Personalizing a web Application Globalization and Accessibility
28			Implementing Authentication and Authorization Web Service
29			Using ASP.NET Ajax Control Toolkit Client-Side ASP.NET Ajax
30			Resume Workshop

Note: This syllabus is subject to revision

Requirements for Successful Completion of the Course

At a minimum, students must achieve the following:

- A passing grade of **C** or above
- Completion of all required examinations
- Submission of all required lab exercises and projects and;
- Adherence to the school attendance policy.

Equipment Needed

Industry standard desktop computer for lab exercises.

Equipment Breakdown Lab room

Videos and Projector

Library Assignments

To be determined by the instructor.

Portfolio Assignment

Student program outcome portfolios are required to demonstrate student competencies. In conjunction with your course structure, please select a project/paper that best demonstrates what you have learned in this course and add it to your program portfolio.

Course Policies

Disruptive Behavior

Disruptive behavior is an activity that interferes with learning and teaching. Inappropriate talking during class, surfing inappropriate website, tardiness, cheating, alcohol or drug use, use of cell phone, playing loud music during class, etc. all disrupt the learning process.

Copyright Infringement

Specific exemptions to copyright infringement are made for student use in the context of learning activities. Graphic design students often download images from the Internet, or scan images from publications. As long as this work is for educational purpose, and subject to faculty permission, this is not a problem.

Plagiarism

Faculty cannot tolerate the *misrepresentation of work as the student's own*. This often involves the use by one student or another student's design, whether voluntarily or involuntarily. In the event that plagiarism is evident and documented, all students involved in the conscious decision to misrepresent work must receive an F as the grade for the project. A second occurrence may result in suspension for the rest of the quarter, and return to the school only after a review by the Academic Standards Committee.

Attendance

Attendance and Lateness

In education and the workplace, regular attendance is necessary if individuals are to excel. There is a direct correlation between attendance and academic success. Attendance is mandatory. All students must arrive on time and prepared to learn at each class session. At the faculty member's discretion, students may be marked absent if they arrive more than 15 minutes late to any class. More than five absences in a class that meets twice per week or more than two absences in a class that meets once per week may result in a failure.

Make-Up Work

Late Projects and Homework

All projects and homework must be handed in on time. Homework should be emailed to your instructor if you are going to miss a class. Work that is submitted one week late will result in the loss of one full grade; and work that is submitted two weeks late will result in the loss of two full grades; more than two weeks late you will receive a failing grade on the project.

Student's Responsibility

The student is responsible for attending all classes and participating on a regular basis. If you must miss a class, you must notify the professor in person or via email the day before.

Classroom discussions will occur and the student is expected to make meaningful contributions to the discussions. The student is responsible for doing all assignments, including homework, and handing them in on time.

The student must behave in a mature manner at all times – unusual, disturbing or harassing behavior will not be tolerated. Such behavior will lead to ejection from class and possible further actions, including a requested withdrawal from class. Avtech Institute's school policies must be followed at all times.