

**MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION,  
MUMBAI -51**

1	Name of Syllabus	C.C. In Web Page Designing (101105)																																									
2	Max.Nos of Student	25 Students																																									
3	Duration	6 Months																																									
4	Type	Part Time																																									
5	Nos Of Days / Week	6 Days																																									
6	Nos Of Hours /Days	4 Hrs																																									
7	Space Required	Practical Lab = 200 Sq feet Class Room = 200 Sq feet TOTAL = 400 Sq feet																																									
8	Entry Qualification	S.S.C. appeared																																									
9	Objective Of Syllabus/ introduction	<ul style="list-style-type: none"><li>• Good knowledge of Computer Fundamentals. With Internet applications</li><li>• Excellent practical understanding of HTML concepts.</li><li>• Mastering Web page &amp; Web site development.</li></ul>																																									
10	Employment Opportunity	Can be able to assist as web page developer.																																									
11	Teacher’s Qualification	Diploma/ Certificate in related course																																									
12	Training System	<table><tr><th colspan="7">Training System Per Week</th></tr><tr><th colspan="2">Theory</th><th colspan="2">Practical</th><th colspan="3">Total</th></tr><tr><td colspan="2">06 hrs</td><td colspan="2">18 hrs</td><td colspan="3">24 hrs</td></tr></table>							Training System Per Week							Theory		Practical		Total			06 hrs		18 hrs		24 hrs																
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13	Exam. System	<table><tr><th>Sr. No.</th><th>Paper Code</th><th>Name of Subject</th><th>TH/PR</th><th>Hours</th><th>Max. Marks</th><th>Min. Marks</th></tr><tr><td>1</td><td>10110511</td><td>WEB PAGE DESIGNING</td><td>TH-I</td><td>3 hrs.</td><td>100</td><td>35</td></tr><tr><td>2</td><td>10110521</td><td>DREAM WEAVER &amp; FLASH</td><td>PR-I</td><td>6 hrs.</td><td>200</td><td>100</td></tr><tr><td>3</td><td>10110522</td><td>WEB PAGE DESIGN</td><td>PR-II</td><td>3 hrs.</td><td>100</td><td>50</td></tr><tr><td></td><td></td><td></td><td></td><td></td><td>400</td><td>185</td></tr></table>							Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks	1	10110511	WEB PAGE DESIGNING	TH-I	3 hrs.	100	35	2	10110521	DREAM WEAVER & FLASH	PR-I	6 hrs.	200	100	3	10110522	WEB PAGE DESIGN	PR-II	3 hrs.	100	50						400	185
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## CURRICULUM

### **Theory - I - Web Page Designing**

#### **1) Fundamental of Computers & Operating Systems**

- A) Introduction to Computer** : Definition of Electronic Digital Computer & their characteristics like : speed, accuracy, storage, diligence, automation & versatility, structure of computer : Block diagram & functions of different units of computer.
- B) Categories of Computers** : Micro, Mini, Mainframe, Super Computers, Functional difference between various types of microprocessors: INTEL 8088, 8086, 80286, 80386, 80486, Pentium. Centralized, Decentralized, Distributed Computer systems, General concept of Interrupts, multitasking, multiprogramming multiprocessing.
- C) Representation of data** : Binary Number System, conversion from 10 BASE to 2 BASE system, ASCII Code, word & word size.
- D) Hardware / Software** : Definition of hardware / software, Application & system software, high level & low level language, comparative study of interpreters & compilers source code & object code.
- E) Input / Output Devices** : VDU, Keyboard, scanners, plotters, mouse, modem: modulation demodulation, study of various categories of printers.
- F) Secondary Storage Devices** : Tapes, Floppy disk, Hard disks, zip drives, CD-ROM Drives, Cartridge, back tapes, tracks sectors, clusters, magnetic recording technology, quick access method, effect of capacity of permanent storage & RAM on the speed of processing.
- G) Security & Safety Of Data.**

SECURITY : Like Passwords, Write Protections

SAFETY : Like Monthly, Weekly Backup, Concept Of Virus & Preventive Measures.

#### **H) Disk Operating System (DOS):**

Study of ROM-BIOS, The process of booting (post, initialize, booting), system area of disk (boot sector, fat, root directory), data area of disk. Use and importance of autoexec.bat file & config.sys file, Types & needs of formatting, internal & external commands, good & bad commands, study of commonly used dos commands like dir, type, cls, copy, erase, del-tree diskcopy, format, md, cd, rd, backup, restore, copy con, copy, edit, del-tree, x-copy, rename, creating batch files.

## **I) MICROSOFT WINDOWS XP OR NT OR HIGHER.**

### **a). The windows environment :-**

Structure of a simple window, exploring the desktop, the start button, My computer, using help, taskbar, working with multiple windows, printing documents, menus, dialog boxes, icons, views and switching views maximizing minimizing, restoring, resizing, moving, closing window, parent & child window creating icons / shortcuts.

### **b). Accessories :-**

Notepad, wordpad, paint, character map, clipboard viewer, Media Player, Phone Dialer, Calculator, Fundamentals of bad sectors, cross linked files, lost file fragments. Using scandisk, disk properties, disk cleanup, system file checker, knowledge of backup and restore.

### **c). Customizing Windows**

Setting colour, patterns, wallpapers, and screen savers, date and time, mouse keyboard.

### **d). Managing Files And Folders :**

Selecting multiple files/folders, using windows explorer, copy and moving files /folders, using the recyclebin, by- passing

the recyclebin globally, creating / renaming files/folders, finding lost files/folders using quick view, opening documents viewing hidden files,

file properties.

### **e). Working With Programs :**

Starting and closing programs, using run command, adding start menu program, using startup folder, starting programs minimized, install & uninstall program, cut copy & paste operation, running MS-DOS application.

## **NETWORK & COMMUNICATION FUNDAMENTALS :\_**

a. Introduction to data communication & networking, NIC (Network Interface Card), NOS (Network Operating Stets), NFS (Network File System) NAC (Network Accesss Controller) Modem, Bridge, Bandwidth, Baud rate, Bus, Hub, Client-Server Concept, dedicated / nondedicated servers, nodes, workstation, File server, Smart Terminal, Dumb Terminal, NAK (Negative Acknowledgement)

b. Introduction To Network Topologies

c. Logical & Physical Topology, Bus Topology, Ring Topology, Star Topology, Tree Topology.

### **d. Network Categories :-**

e. Classified by message capacity, classified by transmission rate, classified by range, classified by types of nodes, classified by relationships among nodes, classified by topology, classified by access possibilities, classsified by Architecture.

**f. Connection Mechanism :-**

- g. Connector and its functions, connector shapes, connector genders, connector D type, connector T type, connector N-series, connector fiber-OPTIC connector RJ-XX, Login, Logout, Polling, Locking - File Locking, Record Locking, Logical Locking, Physical Locking.

## **INTERNET**

Concept of Internet WWW, ISP, Internet Protocols, TCP/IP, HTTP, FTP, TELNET, BROWSERS, WEB PAGE, WEB SERVER, WEB SITE, HOME PAGE, Dynamics Web Site, URL, Interactivity, Intranet, Firewall, IP Addresses, Routers, Email Addresses, Domain Names, Dynamic Verses Static Web, Portal, Cookies, Usenet, IRC, Intranet, Gateways, Factors affecting speed of data transfer over internet, M.S. outlook express: messaging, scheduling, addressbook.

## **INTERNET EXPLORER**

- A. Basic concepts, connection wizard, active desktop wall paper, mouse mover, favourites, outlook express : messaging, scheduling, addressbook, sending E-mails & attaching files to messages, In-box assistant, using mailing lists/list server, reading & using newsgroups, fundamentals of net meeting & chat.
- B. Web surfing, sending and receiving E\_mail, sending word document as an attachment.

## **FUNDAMENTALS & CONCEPTS IN WEB PAGE DESIGNING**

Web publishing strategy, type of websites : commercial, entertainment. sites planning a websites: hierarchies, linear, organisation, story boarding, deciding on links, creating text, converting content to HTML, creating graphics, putting content on the web server, publishing the site, overview of audio broadcasting, digital video, animation ,3D images, virtual reality, electronic publishing.

## **HYPERTEXT MARKUP LANGUAGE (HTML)**

“EXTENSIBLE” concept, “MARKUP” concept. HTML basics:hypertext, links, hyper helpers, visuals, tags, links, attributes, tag categories: structure, text phrases, and paragraphs, lists, tables, frames, embedded content, style, forms, scripts. Attribute categories: core attributes, language attributes, event attributes. Relative link, absolute links, linking two pages, linking to other documents on the web, linking to specific places within doc., page layout, using graphics in pages: GIF & JPEG formats. Creating styles: character style logical style, physical style. Wrapping text next to images, image & links. Using external images, image previews, using colour, image backgrounds, creating simple animated graphics. Creating & managing tables, the frame & rules attributes in tables, creating & using simple image maps, embedding sound & videos, creating forms for data inputs:text control, password control, submit buttons, reset buttons, check box controls, radio buttons, graphical buttons, push buttons, create large text entry fields with text area, creating menus with select & option. Overview of (interpreted scripts & compiled

programs, client side scripting language, java script, VB script .) Putting the site online, getting the site listed on the major web directories, testing, revising & maintaining web site.

## **FRONT PAGE-2000**

Web views, template to create web pages, creating customized themes, web wizard, importing an existing site, creating web page from scratch, managing a website, navigation bar, numbered & unnumbered lists, tables, frames, opening linked pages into frames, graphics & cliparts, hyperlinks & descriptions, page banners, image maps, animation effects, publishing web site to a server compatible with multiple browsers, keeping the hyperlinks current, forms for user input, tag a page with HTML commands, HIT counter, style sheets, adding personal search engine, frontpage server extensions, discussion web site, adding database & various office components to a web site.

## **DRAMWEAVER 3.0 OR ABOVE**

The interface: the toolbar, status bar, panels & inspectors, creating basic Web page with text, converting text into a list, creating web site using site window, importing existing web site, relative & absolute paths, hyperlinks, anchors, mail to links images & image maps, navigation bar with rollovers and links , adding sound files, tables, using DHTML & LAYERS, cascading style sheets & html styles, frames and frame sets, inserting scripted functionality with behaviours, drag layer, animating with timelines, forms for user input, managing & uploading projects, managing assets, creating & using library, templates, server side includes date, using quick tag editor, code inspector, launching an external html editor.

## **FLASH 4.0 OR ABOVE**

The basics - stage, toolbars, timeline, panels, layers, frame, movie properties, source. Fla files, exported swf files, html files, drawing & painting original art work, importing graphics from files (freehand files, eps files, flash player files) & other programs, adjusting bitmaps properties, converting bitmap to vector creating custom colour & swatch, gradient, using levels, creating symbols, using library managing instances, components of animation: frame, frame rate, key frames, blank key frames, tweeing Frame by frame animation using onion skin incorporating pauses implying motion, flicker effect, using motion tween to animate, ease in and ease out, importing and using sound and effect setting, integrating sound effect to an animation, controlling sound quality, layers and their use in animations guide and motion guide masking, animating using movie, chips and graphic symbols, buttons and their instances. Creating animated/roll over sound effect button, actions and their usage in stop & continue play back, smartclips, drag & drop interactions, setting up publish setting & then publishing a movie hyperlinking, various media types to publish, including flash within HTML, Tables & frames, uploading & related issues, using anticipation, overkill to animation, simulate depth with size, layering & relative speed, simple action scripting

## PRACTICAL - I :      DRAMWEAVER & FLASH

SR.NO	TOPIC NAME
	<p><b>DRAMWEAVER 3.0 OR ABOVE</b></p> <p>The interface: the toolbar, status bar, panels &amp; inspectors</p> <ul style="list-style-type: none"><li>• creating basic Web page with text, converting text into a list,</li><li>• creating web site using site window, importing existing web site, relative &amp; absolute paths,</li><li>• hyperlinks, anchors, mail to links images &amp; image maps,</li><li>• navigation bar with rollovers and links ,</li><li>• adding sound files, tables, using DHTML &amp; LAYERS,</li><li>• cascading style sheets &amp; html styles, frames and frame sets,</li><li>• inserting scripted functionality with behaviours, drag layer, animating with timelines,</li><li>• forms for user input, managing &amp; uploading projects, managing assets, creating &amp; using library, templates, server side includes date, using quick tag editor, code inspector,</li><li>• launching an external html editor</li></ul>
	<p><b>FLASH 4.0 OR ABOVE</b></p> <ul style="list-style-type: none"><li>• The basics - stage, toolbars, timeline, panels, layers, frame, movie properties, source.</li><li>• Fla files, exported swf files, html files, drawing &amp; painting original art work,</li><li>• importing graphics from files (freehand files, eps files, flash player files) &amp; other programs,</li><li>• adjusting bitmaps properties, converting bitmap to vector creating custom colour &amp; swatch, gradient,</li><li>• using levels, creating symbols,</li><li>• using library managing instances, components of animation: frame, frame rate, key frames, blank key frames, tweeing Frame by frame animation using onion skin incorporating pauses implying motion, flicker effect, using motion tween to animate,</li><li>• ease in and ease out, importing and using sound and effect setting, integrating sound effect to an animation, controlling sound quality, layers and their use in animations guide and motion guide masking, animating using movie, chips and graphic symbols, buttons and their instances.</li><li>• Creating animated/roll over sound effect button, actions and their usage in stop &amp; continue play back, smartclips, drag &amp; drop interactions,</li><li>• setting up publish setting &amp; then publishing a movie hyperlinking, various media types to publish, including flash within HTML, Tables &amp; frames, uploading &amp; related issues, using anticipation, overkill to animation, simulate depth with size, layering &amp; relative speed, simple action scripting</li></ul>

## PRACTICAL - II : WEB PAGE DESIGNING

SR.NO	TOPIC NAME
1	Introduction to NIC (Network Interface Card), NOS (Network Operating Stets), NFS (Network File System) NAC (Network Accessss Controller) Modem, Bridge, Bandwidth, Baud rate, Bus, Hub, Client-Server Concept, dedicated / nondedicated servers, nodes, workstation, File server, Smart Terminal, Dumb Terminal, NAK (Negative Acknowledgement)
2	<b><u>Internet Concepts</u></b> <ul style="list-style-type: none"> <li>Opening websites and downloading data from them</li> <li>Writing, reading and sending emails</li> </ul>
3	<b><u>HTML</u></b> <ul style="list-style-type: none"> <li>Using HTML editor, creating simple HTML documents, containing heading, body text and comments</li> <li>Creating web pages with all the features and effects.</li> <li>Converting MS Office documents to HTML.</li> <li>Creation of web pages containing tables of different formats.</li> <li>Practice on modification of tables.</li> <li>Creating Lists using Bullets and Numbers.</li> <li>Using HTML for creating web pages with links to other pages different points of a page and link to tables and list.</li> <li>Creating web pages containing images,</li> <li>Animation graphics using GIF animator or some other software.</li> <li>Inserting Images, Video &amp; Sound effects. Marquees of Scrolling text.</li> <li>Setting and releasing different types of Frames.</li> <li>Using HTML to design different typesof forms,</li> <li>incorporating different type of boxes, buttons, menus and fields.</li> <li>Processing the form.</li> <li>Designing web pages with taught elements along with style elements for different characteristics.</li> <li>Overview of (interpreted scripts &amp; compiled programs, client side scripting language, java script, VB script .) Putting the site online, getting the site listed on the major web directories, testing, revising &amp; maintaining web site.</li> </ul>
	<b>FRONT PAGE-2000</b> <ul style="list-style-type: none"> <li>Web views, template to create web pages,</li> <li>creating customized themes, web wizard,</li> <li>importing an existing site, creating web page from scratch, managing a website, navigation bar,</li> <li>numbered &amp; unnumbered lists, tables,</li> <li>frames,</li> <li>opening linked pages into frames, graphics &amp; cliparts, hyperlinks &amp; descriptions,</li> <li>page banners, image maps,</li> </ul>

	<ul style="list-style-type: none"> <li>• animation effects,</li> <li>• publishing web site to a server compatible with multiple browsers, keeping the hyperlinks current, forms for user input, tag a page with HTML commands,</li> <li>• HIT counter, style sheets</li> <li>• adding personal search engine, frontpage server extensions, discussion web site,</li> <li>• adding database &amp; various office components to a web site.</li> </ul>
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## PROJECT WORK

Project work is to be completed by students in designing web site which should include appropriate user interface and animation and other effects. The topics for the project work should be specified by the institute. Uplinking on internet should be done. URL of the website should be mentioned for verification purpose.

## LIST OF TOOLS / EQUIPMENTS / SOFTWARES

Sr.No.	Description of Tools/ Equipment / Software	Nos. Required
1	Pentium class (min 400 MHZ) server with NT 4.0 Configuration; 128 MB RAM; 10 GB HDD, SVGA Colour monitor, 10/100 ethernet card, 48 x CD-ROM drive PCI-VGA card and other appropriate accessories.	One
2	Pentium class network nodes (min 200 MHZ) with 32 MB ram, 4.3 GB HDD, SVGA colour monitor, PCI-VGA card, ethernet network card and other appropriate accessories.	Five
3	Colour Inkjet printer with 600*600 DPI	One
4	56 Kbps external modem	One
5	Windows XP or NT or higher version	As required
6	HTML 4.0 or higher version	As required
7	Front page 2000	As required
8	Macromedia Dreamweaver	As required
9	Macromedia flash 4.0 or higher version	As required

## 12. REFERENCE BOOKS

Computers And Common Sense	Hunt Shelly
A First Course In Computer	Sanjay Saxena
Easy Guide To WIN 98	ALAN SIMPSON
Mastering TO WIN 98	Cowart
Master Office 97 Visually	Complex Publication
Expert Guide To WIN 98	Minasi, Shaper Christiansen

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