

**SES's L. S. RAHEJA COLLEGE OF ARTS AND COMMERCE  
(AUTONOMOUS)**



**Syllabus of Introduction to Web Designing under NEP 2020 vertical - OE with effect from 2024-25**

**Department of Information Technology and Data Science**

**HoD/Sr. Person of the Department: Prajakta Joshi Date of**

**Approved by the BoS: 27/04/2024**

**Approved by the Academic Council: 29/04/2024**

**Ratified by the Governing Body on: 06/05/2024**



<b>Programme: Bachelor of Commerce (Management Studies)</b>			<b>Semester : II</b>		
<b>Course : Introduction to Web Designing</b>			<b>Code: UGBMSIIOE324</b>		
<b>Academic Year: 2024-2025</b>			<b>Batch: 2024-2027</b>		
Teaching Scheme			Evaluation Scheme		
Lectures	Practical	Tutorials	Credits	Internal Continuous Assessment (ICA) (weightage)	Term End Examinations (TEE) (weightage)
30	Nil	Nil	2	20	30

<b>Learning Objectives :</b>	<ol style="list-style-type: none"> <li>1. Comprehend different HTML elements that can be used to develop static web pages.</li> <li>2. Become familiar with concept of style sheets and various CSS effects.</li> <li>3. Design interactive webpages using client-side script (JavaScript).</li> <li>4. To study and implement various JavaScript Document Object Model.</li> <li>5. To study events in web pages using JavaScript.</li> </ol>
<b>Learning Outcomes :</b>	<ol style="list-style-type: none"> <li>1. Gain an insight into designing web pages.</li> <li>2. Use different ways of styling web pages using CSS.</li> <li>3. To implement basic and complex functionalities of JavaScript in a web page.</li> <li>4. To implement JavaScript Document object.</li> <li>5. To implement event handling in a web page.</li> </ol>
<b>Pedagogy:</b>	Experiential learning, problem-based learning, peer learning, designing and implementation

Each lecture session would be of one hour duration (30 sessions).

Module	Module Content	Module Wise Pedagogy Used	Module Wise Duration
<b>I</b>	<p><b>Basics of Web Designing:</b> How to design a website, Create different themes for various layouts, various techniques and tools of web design, How to create and design banners, advertisements, How to design the look and feel of a website</p> <p><b>HTML5:</b> Introduction, Formatting Text by using Tags, Using Lists, Creating Hyperlinks and Bookmarks, Redirecting to another URL.</p> <p><b>HTML Media, Tables and Forms:</b></p>	Experiential learning, problem-based learning, peer learning, designing and implementation	<b>15</b>

	<p>Embedding Images, Creating Image Map, iframe, Embedding audio and video on web page.</p> <p><b>Creating Simple Table, Table Dimension, Merging Table Cells, Formatting Tables:</b></p> <p>Applying Borders, Background and Foreground fills, Changing Cell Padding, Spacing and Alignment</p> <p>Collecting user input with HTML Forms and additional Input Types in HTML5.</p>		
<b>II</b>	<p><b>CSS:</b></p> <p>Implementing Styles using CSS – Types of Stylesheets, Formatting Text and Links using CSS, CSS Selectors</p> <p><b>JavaScript:</b></p> <p>Introduction, JavaScript Variables and Constants, Data Types, Statements, Comments, Functions, Variable Scope, JavaScript Objects, Dialog Boxes</p> <p><b>Statements:</b> Conditional Statements – if else, switch, Loops – while, do while, for</p> <p><b>Events and Event Handlers:</b> HTML Events, onAbort, onBlur, onChange, onClick, onDblClick, onKeyDown, onKeyPress, onKeyUp, onLoad, onMouseDown, onMouseMove, onMouseOut, onMouseOver, onMouseUp, onReset, onResize, onSelect, onSubmit, onUnload</p> <p><b>Adobe Dreamweaver:</b> Understanding Sites and pages, Creating a new Site using HTML, CSS and Javascript, Defining page properties, Previewing pages in a web browser, Creating hyperlinks, Inserting images, Linking images, Editing images, Optimizing images, Updating images</p>	<p>Experiential learning, problem-based learning, peer learning, designing and implementation</p>	<b>15</b>

#### REFERENCE BOOKS

1. Thomas A. Powell, The Complete Reference HTML & CSS, McGrawHill
2. Faithe Wempen, Step by Step HTML5, Microsoft Press
3. Jennifer Niederst Robbins, Learning Web Design A Beginner's Guide to Html, CSS, JavaScript, And Web, O'Reilly
4. West Ray, Dreamweaver Mx: The Complete Reference, MCGRAW-HILL

## QUESTION PAPER PATTERN

### Internal Continuous Assessment (ICA) Pattern

Particulars	Marks
Presentation/Viva Voce	10
Assignment/Project	10
Total	20

### Term End Examinations (TEE)

#### Question Paper Pattern

Maximum Marks: 30

Duration: 1 Hour

All questions are compulsory.

Question No.	Description	Total Marks
1	A. Full Length Theory Question <b>OR</b>	12
	B. Full Length Theory Question	
2	A. Full Length Theory Question <b>OR</b>	12
	B. Full Length Theory Question	
3	Short Notes ( <b>Any 2 out of 3</b> )	6

The Full length theory questions of 12 marks each may be split up into two smaller problems carrying 6 marks each.