FACULTY OF SCIENCE

SYLLABI

FOR

WEB DESIGNING AND MULTIMEDIA
ADD-ON COURSE

CERTIFICATE, DIPLOMA AND ADVANCED DIPLOMA

FOR
B.A./B.SC./B.COM.

FOR
EXAMINATIONS, 2015

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# Web Designing and Multimedia – Add-on Course in the X Plan

Outlines of tests, syllabi and courses of reading for “Web Designing and Multimedia” an Add-on Certificate Course during the First year of B.A/B.Sc/B.com.

## OUTLINES OF TESTS

<table>
<thead>
<tr>
<th>Paper-Code</th>
<th>Paper Name</th>
<th>Lectures &amp; Practicals/week</th>
<th>Ext.</th>
<th>Int.</th>
<th>Univ. Exam Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>CWM - 101</td>
<td>Introduction to Web Tools</td>
<td>4</td>
<td>65</td>
<td>10</td>
<td>75</td>
</tr>
<tr>
<td>CWM - 102</td>
<td>Introduction to Multimedia</td>
<td>4</td>
<td>65</td>
<td>10</td>
<td>75</td>
</tr>
<tr>
<td>CWM - 103</td>
<td>Practical based on CWM 101 &amp; CWM 102</td>
<td>4</td>
<td>50</td>
<td>-</td>
<td>50</td>
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Outlines of Tests, syllabi and courses of Reading for “Web Designing and Multimedia” an add-on Diploma course on during the Second year of B.A/B.Sc/B.Com.

<table>
<thead>
<tr>
<th>Paper-Code</th>
<th>Paper Name</th>
<th>Lectures &amp; Practicals/week</th>
<th>Ext.</th>
<th>Int.</th>
<th>Univ. Exam Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>CWM - 201</td>
<td>Server Side Scripting (Using ASP)</td>
<td>4</td>
<td>65</td>
<td>10</td>
<td>75</td>
</tr>
<tr>
<td>CWM - 202</td>
<td>Multimedia Application Development (Using Director)</td>
<td>4</td>
<td>65</td>
<td>10</td>
<td>75</td>
</tr>
<tr>
<td>CWM - 203</td>
<td>Practical based on CWM 201 &amp; CWM 202</td>
<td>4</td>
<td>50</td>
<td>-</td>
<td>50</td>
</tr>
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</table>

Outlines of Tests, syllabi and courses of Reading for “Web Designing and Multimedia” an Add-on Advanced Diploma Course on during the Third year of B.A./B.Sc./B.Com.

<table>
<thead>
<tr>
<th>Paper-Code</th>
<th>Paper Name</th>
<th>Lectures &amp; Practicals/week</th>
<th>Ext.</th>
<th>Int.</th>
<th>Univ. Exam Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>CWM – 301</td>
<td>Java Programming</td>
<td>4</td>
<td>65</td>
<td>10</td>
<td>75</td>
</tr>
<tr>
<td>CWM – 302</td>
<td>Visualizing using 3ds Max</td>
<td>4</td>
<td>65</td>
<td>10</td>
<td>75</td>
</tr>
<tr>
<td>CWM – 303</td>
<td>Practical based on CWM 301 &amp; CWM 302</td>
<td>4</td>
<td>50</td>
<td>-</td>
<td>50</td>
</tr>
</tbody>
</table>
Guidelines Regarding Introduction of Career Orientation Programme in the X plan as Add-on course for B.A/B.Sc./B.Com.

1. **Web Designing and Multimedia** is an add-on course under the UGC career orientation program in the X plan and will be introduced for the regular students in the existing three-year degree program by way of Add-on, skill oriented subjects during the first, second & third year of B.A/B.Sc/B.com along with the conventional degree program of B.A/B.Sc/B.com

2. The eligibility requirements and Regulations/Rules for this course are the same as for admission to B.A/B.Sc/B.com

3. The examination for this Certificate, Diploma & Advanced Diploma Course will be held separately, i.e. after termination of B.A/B.Sc/B.Com annual examinations.

4. The norms for continuous assessment of students as applicable to other subjects will be applicable to this add-on course also.

5. The candidates seeking admission to this course must have prior operational knowledge of computers.
SYLLABUS AND COURSES OF READINGS

Paper Title: Introduction to Web Tools
Paper Code: CWM 101
Max. Marks: 65
Course Duration: 90 Lectures
Time: 3 hours

Note for the Paper setter: Total of 8 questions may be set covering the whole syllabus. Candidate will be required to attempt five questions in all taking at least one from each section.

Objective: The Course enables the students to develop web based applications using various tools.

Note:
1. The Question Paper will consist of Four Sections.
2. Examiner will set total of NINE questions comprising TWO questions from each Section and ONE compulsory question of short answer type covering whole syllabi.
3. The students are required to attempt ONE question from each Section and the Compulsory question.
4. All questions carry equal marks unless specified.

SECTION – A
Internet: introduction, Internet connection, searching the Internet, Introduction to Internet services like FTP, http, E-mail, Telnet, Brief introduction to TCP / IP, Gateways, Routers, Servers, Browsers etc.
(No. of Lectures: 22)

SECTION – B
Introduction to HTML: Concept of Web server, web client, Basic HTML tags, structure of an HTML program, text formatting, text styles, lists, images, tables, links, image maps, frames, forms.
(No. of Lectures: 23)

SECTION – C
Introduction to JavaScript: embedding JavaScript in web pages, Basic programming techniques, data types and literals, type casting, variables, arrays, operators, programming constructs, functions, dialog boxes, Javascript document Object model, handling of various objects like window, location, Navigator, history, document etc, handling web page events using JavaScript.
(No. of Lectures: 22)

SECTION – D
Dynamic HTML: Defining and applying cascading style sheets, concepts of layers, Use of <layers> in Netscape Navigator and <div>, <span> in Internet explorer. DHTML examples-moving elements & Images, changing color, hiding an element, moving between layers.
(No. of Lectures: 23)

References:

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<tbody>
<tr>
<td>1.</td>
<td>Bayross, Ivan</td>
<td>HTML, DHTML, Javascript-, BPP.</td>
</tr>
<tr>
<td>2.</td>
<td>Ramalho</td>
<td>Advanced HTML with DHTML, BPB.</td>
</tr>
</tbody>
</table>
Objectives: The objective of this course is to create familiarity with fundamentals of multimedia and creating multimedia applications using FLASH.

Note:

i. The Question Paper will consist of Four Sections.

ii. Examiner will set total of NINE questions comprising TWO questions from each Section and ONE compulsory question of short answer type covering whole syllabi.

iii. The students are required to attempt ONE question from each Section and the Compulsory question.

iv. All questions carry equal marks unless specified.

SECTION – A
Architecture and subsystems of multimedia, computer systems, multimedia applications (Training, science & Technology, Kiosks, Office, home, image processing etc.). Multimedia building blocks i.e. text, hypertext, image, audio, video, animation. Multimedia authoring methodologies, (No. of Lectures :22)

SECTION – B
Detailed working of Multimedia devices.
Input Devices: Keyboards, mouse, touch screen, graphic tablet, scanner, OCR, Microphone, Digital camera.
Output Device: Monitor, Projector, audio and video devices.
Memory and Storage devices: RAM, Magnetic media, CDs, DVDs. Discussion of recent trends in Multimedia devices. (No. of Lectures :23)

SECTION – C
Use of any presentation package such as MS-PowerPoint.
Introduction to FLASH.
Exploring interface, File types, drawing and painting in Flash, Using various tools, using various selection tools, scaling and rotating, importing graphics into Flash, using gradient tools, creating and using symbols, using library symbols, (No. of Lectures :22)

SECTION – D
ANIMATION
Components of Animation, creating frame by frame animation, tweening (shape, motion), adding sound, concept of layers, using guide layer, making buttons, brief introduction to actions, event handlers and actionscript. (No. of Lectures : 23)

References:

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<tr>
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<tbody>
<tr>
<td>1.</td>
<td>Hillman, David</td>
<td>Multimedia Technology &amp; Application</td>
</tr>
<tr>
<td>2.</td>
<td>Kermar, Phillip</td>
<td>Sams Teach Yourself Macromedia Flash.</td>
</tr>
<tr>
<td>4.</td>
<td>Reinhardt &amp; Centz</td>
<td>Flash Bible, IDG Books.</td>
</tr>
</tbody>
</table>

CWM 103: Practical based on CWM 101 & CWM 102
Max Marks: 50
Diploma Course

Paper Title : Server Side Scripting (Using ASP)
Paper Code : CWM 201      Max. Marks: 65
Course Duration : 90 Lectures     Time: 3 hours

Note for the Paper settler: Total of 8 questions may be set covering the whole syllabus. Candidate will be required to attempt five questions in all taking at least one from each section.

Objectives: The objective of this course is to create familiarity with Server Slide Scripting using ASP.

Note :
  i.    The Question Paper will consist of Four Sections.
  ii.   Examiner will set total of NINE questions comprising TWO questions from each Section and ONE compulsory question of short answer type covering whole syllabi.
  iii.  The students are required to attempt ONE question from each Section and the Compulsory question.
  iv.   All questions carry equal marks unless specified.

SECTION – A

Front-Page : Understanding Micro-soft Front-Page environment, using menus and toolbars (Standard, formatting, pictures, tables etc.), understanding views, inserting elements, modifying elements properties, character formatting, inserting lists, Anchors, images, tables, (No. of Lectures – 22)

SECTION – B
Front-Page
Frames in Front-Page, creating form in Front-Page, Page layout, guidelines, Using cascading style sheets (inline, embedded, linked). Using Front-Page to create and manage web pages and web sites. (No. of Lectures – 23)

SECTION – C
Active Server Pages (ASP) : Introduction to Active Server Pages and IIS, fundamentals of ASP application development, Basics of VBscript, interacting with users, (No. of Lectures – 22)

SECTION – D
Web Application Development using ASP objects (Request, Response, Server, Application, Session, error), Using Activex Components, using cookies, web database programming using Activex Data Objects, Developing practical applications of ASP using VBscript and Microsoft Access.. (No. of Lectures – 23)

References :

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<tbody>
<tr>
<td>1.</td>
<td>Mettihewa, Sanjay</td>
<td>Sams Teach yourself Active Server Pages in 14 days.</td>
</tr>
<tr>
<td>4.</td>
<td></td>
<td>Refer various internet sites for SECTION – A.</td>
</tr>
</tbody>
</table>
Objective: The objective of this course is to create familiarity with Multimedia Application Development using Director.

Note:

i. The Question Paper will consist of Four Sections.

ii. Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

iii. The students are required to attempt one question from each Section and the Compulsory question.

iv. All questions carry equal marks unless specified.

SECTION – A

Review of multimedia concepts and its applications, multimedia authoring, types of authoring tools (card, icon, time based, object oriented),

(No. of Lectures – 22)

SECTION – B

Multimedia project design concepts, project planning and costing, multimedia team, multimedia distribution.

(No. of Lectures – 23)

SECTION – C

Director : Interface and working environment, using cast, score, stage, creating cast members, setting movie properties, using text window, using the tool palette, using color, using ink, sequencing sprites in the score, technique of animating using key-frame and tweening, reverse animation.

(No. of Lectures – 22)

SECTION – D

Importing Media elements, adding sound, video and transitions to movie, inserting markers, adding behaviour introduction to lingo, writing simple handlers (mouse-up, mouse-down etc.) in lingo, developing commercial application using Director for games, presentation, tutorial etc..

(No. of Lectures – 23)

References:

2. Vaghan, Tay : Multimedia making it work, TMH.

CWM 203 : Practical Based on CWM 201 & CWM 202.
Max Marks : 50
Advanced Diploma Course

Paper Title: Java Programming
Paper Code: CWM 301                                                                          Max. Marks: 65
Course Duration: 90 Lectures                                                             Time: 3 Hours

Note for the Paper Setter: Total of 8 questions may be set covering the whole syllabus. Candidate will be required to attempt five questions in all taking at least one from each section.

Objectives: The objective of this course is to create familiarity with Java programming.

Note:
  i. The Question Paper will consist of Four Sections.
  ii. Examiner will set total of NINE questions comprising TWO questions from each Section and ONE compulsory question of short answer type covering whole syllabi.
  iii. The students are required to attempt ONE question from each Section and the Compulsory question.
  iv. All questions carry equal marks unless specified.

SECTION - A
Fundamentals of object-oriented programming, features of Java, Java and Internet, Java environment, Java program structure, Java tokens, implementing a java program, Java virtual machine, command line arguments, constants, variables, data types, operators and expressions, decision-making and looping. 
(No. of Lectures :22)

SECTION - B
Defining a class, accessing class members, constructors, method overloading, inheritance, method overriding, using static, final and abstract; visibility control.
(No. of Lectures:23)

SECTION - C
Arrays, strings, vectors, interfaces, using system packages, creating a package, adding a class to a package, multithreaded programming,
(No. of Lectures:22)

SECTION - D
Managing errors and exceptions, applet programming and graphics programming.
(No. of Lectures:23)

References :

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<tbody>
<tr>
<td>1.</td>
<td>Balaguruswamy, E.</td>
<td>Programming with Java, TMH.</td>
</tr>
<tr>
<td>2.</td>
<td>Naughton, Patric &amp; Schildt, Herbert</td>
<td>Java 2: The Complete Reference, TMH.</td>
</tr>
<tr>
<td>3.</td>
<td>Lemay, L.</td>
<td>Teach yourself Java in 21 Days, Techmedia.</td>
</tr>
</tbody>
</table>
Note for the Paper Setter: Total of 8 questions may be set covering the whole syllabus. Candidate will be required to attempt five questions in all taking at least one from each section.

Objectives: The objective of this course is to create familiarity with 3ds max.

Note:
   i. The Question Paper will consist of Four Sections.
   ii. Examiner will set total of NINE questions comprising TWO questions from each Section and ONE compulsory question of short answer type covering whole syllabi.
   iii. The students are required to attempt ONE question from each Section and the Compulsory question.
   iv. All questions carry equal marks unless specified.

SECTION - A
Graphics Concepts: Storyboarding, Scene Development: Scene composition, Camera angles, Color and Lighting: Lighting, color; Motion and Movement: object movement, camera movement, editing; Real world applications and uses of 3D Imagery;

(SECTION - B
3ds max Concepts: The fundamentals, object naming standards, understanding compound shapes, cloning objects, applying modifiers, the modifier stack, sub-object level editing, materials and maps, lighting concepts, keyframe animation concepts, mathematical accuracy; workflow and graphical user interface: pull down menus, the right-click menus, the toolbars and Tab panels,

SECTION - C
3ds max Concepts
The Command Panel, Quad menus, keyboard shortcuts, view port navigation, the status bar, frame slider and track bar, transformations, using grids, customizing the 3ds max user interface. 2D Modeling: Setting up the scene, shapes and splines;

SECTION - D
3D Fundamentals: The extrude modifier, the Bevel modifier, the Bevel profile modifier, the Lathe modifier, modeling with primitives, cloning objects in a scene; Animation: Keyframe animation, path animation

Note: Various concepts learnt should be applied using Practical exercises.

References:

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<tbody>
<tr>
<td>1.</td>
<td>Boardman, Ted</td>
<td>3ds Max fundamentals, Techmedia.</td>
</tr>
<tr>
<td>2.</td>
<td>Woods, Cat, Bichalho, Alexander &amp; Murray, Chris</td>
<td>Mastering 3ds max, BPB.</td>
</tr>
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CWM 303 : Practical Based on CWM 301 & CWM 302.
Max Marks : 50