AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	İnternet Programming								
Course Code	BDT156		Couse Level	Short Cycle (Associate's Degree)					
ECTS Credit	2	Workload	50 *(Hours)*	Theory	2	Practice	0	Laboratory	0
Objectives of the Course	With this course students; It will be competent to do HTML processing for WEB project.								
Course Content	Internet and Web Definitions, Html Basic Tags, Text and View Labels, Linking (Hyperlink) Creation, Table Operations, Forms, Frames, Multimedia Tools, Style Template (CSS) Basics, Style Template (CSS) Menu Operations, Browser Problems and Solutions .								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Experiment, Demonstration, Case Study, Project Based Study, Problem Solving								
Name of Lecturer(s)									

Assessment Methods and Criteria		
Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading	
1	İbrahim Çelikbilek - Javascript Programlama (Kodlab yayıncılık)

Week	Weekly Detailed Course Contents	
1	Theoretical	Basic Internet Concepts
2	Theoretical	Web Design Concepts
3	Theoretical	HTML concepts
4	Theoretical	Creating style
5	Theoretical	Creating styles
6	Theoretical	Javascript concepts
7	Theoretical	Javascript concepts
8	Theoretical	Variables and operators
9	Theoretical	Control terms
10	Theoretical	Functions
11	Theoretical	Events, objects and properties
12	Theoretical	Objects and properties
13	Theoretical	Web design terms
14	Theoretical	Web design terms

Workload Calculation				
Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	1	14
Lecture - Practice	14	0	1	14
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
			Total Workload (Hours)	50
			[Total Workload (Hours) / 25*] = **ECTS**	2
**25 hour workload is accepted as 1 ECTS*				

Learning Outcomes	
1	To install and test the necessary software for client-side programming
2	To prepare WEB page with basic commands of client-side programming and marking language.
3	Will be able to determine solution suggestions and process steps.

4	To be able to explain Javascript control structures
5	To be able to transfer the preparations on paper to computer environment.

Programme Outcomes *(Mechatronics)*	
1	TECHNICAL FOREIGN LANGUAGE
2	BASICS OF MECHATRONICS
3	TECHNICAL DRAWING
4	DOING BASIC MECHANIC PROSESES
5	CHOOSE THE MATERIALS
6	DOING MECHANICAL SYSTEM DESIGN
7	SET UP A HYDRAULİC OR PNEUMATICSYSTEMS
8	DOING COMPUTER AIDED MECHANICAL DESİGN
9	USINGFLEXIBLE PRODUCING SYSTEMS
10	USINGCOMPUTER AIDEDMACHINE TOOLS
11	DOING ELECTRICAL AND ELECTRONICAL
12	SET UP ELECTRICAL AND ELECTRONICAL CIRCUITS
13	SET UP LOGICAL CIRCIUTS
14	DOING COMPUTER AIDED ELECTRONICAL CIRCUITSDESİGN
15	SET UP ELECTRICAL MOTORS
16	SET UP MICROCONTROLLER CIRCIUTS
17	SET UP CONTROL SYSTEMS
18	COMMUNICATE CONTROL SYSTEMS
19	DOING INDUSTRIAL ROBOTIC PROGRAMMINGAND MAINTENANCE
20	WRITING COMPUTER PROGRAMME
21	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
22	Ability to plan a career in their own profession.

Contribution of Learning Outcomes to Programme Outcomes *1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High*

	L1	L2	L3
P1	2	1	1
P2	3	1	2
P3	1	1	1
P4	4	2	2
P5	5	1	3
P6	2	1	
P7	3	2	1
P8	2	3	5
P9	1	2	1
P10	1	1	1
P11	2	2	1
P12	3	2	1
P13	1	1	1
P14	2	2	
P15	3	1	
P16	2	2	1
P17	1	1	1
P18	1	5	1
P19	1	1	
P20	1	2	