



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		İnternet Programming							
Course Code		BDT156		Course 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		İnternet 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 Çelikkilek - Javascript Programlama (Kodlab yayıncılık)
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Week	Weekly Detailed Course Contents	
1	Theoretical	Basic İnternet 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 (Textile Technology)

1	Distinguishing textile fibers
2	Obtaining a sample thread
3	Obtaining a sample woven fabric
4	Obtaining a knitted fabric (Jersey)
5	Carring out overall discipline operations
6	Garment-making operations
7	Obtaining cotton thread
8	Obtaining cotton thread
9	Obtaining cotton thread
10	Obtaining wool thread
11	Obtaining filament thread
12	Obtaining staple thread
13	Obtaining fancy thread
14	Obtaining thread by means of new apining techniques
15	Performing fibre tests
16	Performing thread tests
17	Implementing Quality Assurance System
18	Making statistical calculations
19	Making projects
20	Practicing in a spinning mill

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

	L1	L2	L3	L4
P18	1			
P19	2	2	2	2

