



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		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 (Computer - Aided Design and Animation)

1	Using the basic knowledge and skills acquired in the field, interpret and evaluate data, identify problems, to analyze, to have the ability to develop evidence-based solutions.
2	To select and effectively use modern techniques that are for applications relevant to the field
3	Gaining the application skill by examining the relevant processes in industrial and service sector
4	To find solution when encounters unforeseen situations in the field, to gain the ability to be able to take responsibility in a team or make individual research.
5	To gain the awareness of the need for lifelong learning, continuous self-renewal monitoring and awareness of developments in science and technology
6	To gain the ability to use computer software and hardware required by the basic level of the field.
7	To be conscious about occupational safety, occupational health, environmental protection and quality.
8	Effective communication and follow the innovations in the field.
9	In mathematics, science and engineering directed to his/her field of basic theoretical and practical knowledge.
10	Having the planning skills related to Computer Aided Design and Animation program to meet the needs of the sector.
11	Gaining skills on technical drawing, computer-aided drafting, design using simulation programs in the field of making and using a variety of software systems and components to choose, to calculate the basic sizing, draw plans and projects.
12	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
13	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	L4	L5
P1	3	3		4	5
P2	4	4			3
P3	2	4			3
P4	2	2	5		3
P5	1	1			1
P6	2	1			3
P8	2	4			2
P10	2	2			

