



## NEAR EAST UNIVERSITY

FACULTY OF ECONOMICS AND ADMINISTRATIVE SCIENCES

DEPARTMENT OF COMPUTER INFORMATION SYSTEMS

CIS 340 – Course Notes  
(Internet Programming)

**Textbook:** Jon Duckett, Beginning Web Programming with HTML, XHTML, and CSS, Second Edition, Wiley Publishing, Inc., Indianapolis, Indiana  
ISBN: 978-0-470-25931-3

Website: Learn Html [www.w3schools.com](http://www.w3schools.com)

### Chapter1:

In this chapter, then, you:

- Learn the difference between tags, elements, and attributes
- See how a web page uses markup to describe how the page should be structured
- Meet the elements that allow you to mark up text such as headings and paragraphs
- Learn many other elements that can add additional presentation information and phrasing to your documents
- See how to add bulleted and numbered lists to documents
- Are introduced to some core concepts that distinguish different types of elements in XHTML

### Chapter2:

In this chapter, then, you will learn:

- How to structure the folders on your web site
- How to link between pages of your site
- How to link to specific parts of a page in your site
- How to link to other sites

### Chapter3:

In this chapter, you begin learning some aspects of web design that will really breathe life into your

web pages. You start by learning how to add images into your documents using the <img> element.

You will see the difference between some of the main formats used for images on the Web and learn

how to prepare your images for use on the Web. You will also learn how to make an image a link,

and even how to divide an image up into sections so that different parts of the image link to different pages — this is known as an image map.

#### **Chapter4:**

This chapter begins with a discussion of the basic elements that are used to create all tables. Then I introduce some of the more advanced features of tables such as captions, headings, and more complicated table layouts. You will also learn about some deprecated markup that was designed to control the appearance of tables. Even though it is preferable to use CSS to control the way a page looks, you will sometimes need to use the older markup so that viewers with older browsers can see your pages as you intend them to be. The chapter ends with a discussion of accessibility issues that relate to tables because they can have a serious effect, particularly for users with visual impairments.

#### **Chapter5:**

In this chapter, then, you learn:

- How to create a form using the <form> element
- The different types of form control you can use to make a form—such as text input boxes, radio buttons, select boxes, and submit buttons
- What happens to the data a user enters
- How to make your forms accessible
- How to structure the content of your forms

#### **Chapter6:**

In this chapter you learn the following:

- How to create a frameset document with multiple frames
- How to create inline frames (or iframes), which are single windows that sit within another page
- How to deal with users whose browsers cannot use frames

#### **Chapter7:**

In this chapter you learn the following:

- What makes up a CSS rule
- How to place CSS rules within your document, and how to link to an external CSS document
- How properties and values control presentation of different elements within your document
- How to control the presentation of text using CSS
- How CSS is based on a box model, and how you set different properties for these boxes (such as width and styles of borders)

#### **Chapter8:**

By the end of the chapter, you will know more about how to use CSS to control the following:

- Presentation of links
- Backgrounds of document
- Styles of bullet points and numbered lists

- Appearance of tables
- Outlines around boxes
- Boxes that can gain focus or are active
- Addition of content to the XHTML document before or after an element
- The three positioning schemes that allow you to determine where on a page a box will appear — something that prepares you to use CSS to create layouts

### **Chapter9:**

This chapter is the first of two chapters about design issues. It addresses designing and constructing layouts for web pages. Although there is no rule book that says how you should design your page, there are some important factors that you should consider regarding the appearance of a page, and it is these issues you'll learn about in this chapter.

No one can tell you how to make an attractive page—that is a matter of taste. What you will see in this chapter is a discussion about the aims of the site, the size of your page, what should appear on the page, and where each item should go on that page. You also need to know how to make these designs work in code. This chapter is broadly grouped into four sections to reflect these topics:

- Understanding the aims of the site correctly
- Looking at a page as a whole and addressing the question of how big you should make the page
- Knowing the elements that make up each page such as logos, headings, links, and possibly ads
- Positioning the various elements within the page

### **Chapter10:**

This chapter looks at design issues that affect specific parts of pages—text, menus, tables, and forms. Each is addressed in its own section, and each section contains helpful tips that will make your pages not only look more attractive, but also easy to use for more visitors.

### **Chapter11:**

In this chapter you learn the following Programs.

Microsoft Expression Web and Adobe Dreamviewer.

### **Chapter12:**

In this chapter you learn how to do the following:

- Use the <meta> element
- Perform tests to ensure your site will work as you intended
- Check that your site is accessible
- Find a host to make your site available to everyone on the Web
- Move your site from your computer to your host's web server using FTP
- Submit your site to search engines
- Increase visitor numbers
- Use Pay Per Click advertising
- Discover other technologies you might like to look at next

Control different versions of your site so that you can make changes without making mistakes