

ECCC SYLLABUS

MODULE: **CS M3** CREATING WEB APPLICATIONS

LEVEL: **BASICS (A)**

COMPETENCE GROUP	COMPETENCE WITHIN ECCC STANDARDS
1. Basic concepts	1.1. Understanding the concepts of the Internet resource, a resource address, server, client, protocol, browser, search engine, (X) HTML pages. 1.2. Working on-line and off-line. 1.3. Internet protocols: HTTP, HTTPS, FTP, SFTP, POP3, SMTP, DNS. 1.4. Services on the Web: www, email, groups and forums, web-hosting. 1.5. Standardization by the W3C.
2. (X)HTML	2.1. Structure and properties of the (X) HTML document. 2.2. Differences between HTML and XHTML. 2.3. Construction of the marker and the importance of its component parts: name - attribute - value. 2.4. Block-level and linear elements. 2.5. Fonts, links, listings. 2.6. Creating and using tables. 2.7. Creating and using forms. 2.8. Embedding multimedia elements in the document. 2.9. Using of special characters.
3. Correction	3.1. Validating document structure through the use of on-line validators. 3.2. Selection criteria for the unification of code for different browsers. 3.3. Knowledge of the elements (tags) declining and abandoned in relation to the latest specification (X) HTML.
4. Publication	4.1. Knowledge of Internet etiquette. 4.2. Choosing Web server and Internet services provider. 4.3. Publication of the site on the server. Directory Structure. Permissions.

Preferred development environment for the realization of the basic-level tasks:

- Editor (X)HTML: PSPad, HateML
- Web browser: Mozilla/Firefox, Internet Explorer, Opera, Safari
- Additional tools: IETester