

Inver Hills Community College

CS 2270: Interactive Web Development

A. COURSE DESCRIPTION

Credits: 2

Lecture Hours/Week: 2

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:

CS 2260 - Web Design and Development AND CS 1110 - Computer Science I with Java; OR
CS 1119 - Computer Programming with C++ AND CS 2260 - Web Design and Development

Corequisites: None

MnTC Goals: None

Teaches students how to develop user interactive products on the World Wide Web. Topics covered include JavaScript client side programming, server side programming database access using IDC/HTX and ASP, COOKIES and SERVLETS. Prereq: CS 2260 and CS 1110 or 1119.

B. COURSE EFFECTIVE DATES: 09/03/1999 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Client side JavaScript programming: 10%
2. Client-Server principles: 15%
3. Creating user interfaces: 15%
4. Database access methods from the Web: 15%
5. Java Applets: 15%
6. Overview of Client and Server side interactive programming: 10%
7. Serverside scripting: 10%
8. User Interaction through the CGI interface (fill-out-forms): 10%

D. LEARNING OUTCOMES (General)

1. Can program on the client side with JavaScript
2. Can program on the server side by creating Java Applets
3. Can create Web-based interfaces to commercial databases
4. Can develop graphical user interfaces in which users can interact

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted