

CSC 350 - INTERNET TECHNOLOGIES

CREDIT HOURS: 3

PREREQUISITES: CSC 100 or 101 or 102 or 121.

GRADE REMINDER: Must have a grade of C or better in each prerequisite course.

CATALOG DESCRIPTION

Technology, structure, limitations and uses of the Internet. E-commerce and digital transactions. Web page design. May not be used to satisfy computer science requirements for a computer science or computer information systems major or a computer science minor.

PURPOSE OF COURSE

The purpose of the course is to develop awareness of the technology, structure, limitations and uses of the Internet, with a focus on developing web pages using HTML and CSS.

EDUCATIONAL OBJECTIVES

Upon successful completion of the course, students should be able to:

1. Demonstrate an understanding of the technology, structure, limitations and uses of interconnected computer network systems.
2. Design and develop web pages.
3. Solve problems which can arise in the development of web pages and web sites.
4. Describe strategies which can be used to learn new and/or different web based technologies.
5. Identify a variety of applications available via Application Service Providers.
6. Function effectively on teams to accomplish a common goal.

CONTENT

Hours

Orientation	3
Course requirements, exams and grading	
Overview of on-line and network-based systems	
Study of the principles and basic concepts of the Internet.....	3
Networking applications and protocols	
Basic hardware/software and architectural components	
Data communications requirements	
Network technologies and topologies	
LANS and WANS	
Internet security	
Applications Service Providers.....	3

Web page and Web site Design	27
The future of the Internet and technology applications	6
Exams (plus final)	3
TOTAL	45

REFERENCES

Freeman, Elizabeth., Head First HTML with CSS and XHTML, 2nd Ed., O'Reilly Media, 2012.

Meyer, E., CSS: The Definitive Guide, 3rd Ed., O'Reilly Media, 2006.

Musciano, C. and Kennedy, B., HTML & XHTML: The Definitive Guide, 6th Ed., O'Reilly Media, 2006.