Walker Hall Associates

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Technical
Web Development

Content:

This document outlines what modules are covered through the "Technical Web Development" programme accessible through Walker Hall Associates. Walker Hall Associates have been providers of training solution to both corporate and individual users for more than 15 years and during this time we have continually improved and expanded the courses available to satisfy the needs of our customers.

The Technical Web Development provides access to e-Learning courses on HTML, DHTML, FrontPage, Java and more. Learn how to create everything from simple to complex, interactive Web sites. A more detailed outline of the course is covered in this document.

Online learning does offer a wide range of benefits to the user and is recognised as a convenient and engaging method of delivery.

Why not visit our website (www.whanet.co.uk) where you can view a presentation on the benefits of e-learning for both businesses and individuals. You can also access a sample of our courses to see for your self if e-learning is for you.

CGI / Perl Series

Total Time: 16 hours

Prerequisite: Experience with HTML and web site construction

CGI/Perl: Getting Familiar with Forms   4 hours   CGPC01

CGI/Perl: Getting Familiar with Forms helps students learn about using forms and handling their output with CGI and Perl.

- Taking a Look at CGI
- Perl and Writing Scripts
- Creating Forms
- Working with Forms
- Using Form Results

CGI/Perl: Building Programs   4 hours   CGPC02

CGI/Perl: Building Programs provides an overview of using CGI and Perl to create basic programs for web sites.

- The Workings of HTTP Protocol
- Server Headers and Content
- Server Side Includes
- Using Server Side Includes
- An Online Survey
- Creating Web Pages

CGI/Perl: Web Applications   4 hours   CGPC03

CGI/Perl: Web Applications helps students learn about using CGI and Perl to create basic applications and utilities for their web pages.

- Building Custom Error Pages
- CGI to Mail Gateways
- Session Management
- The Magic Cookie

CGI/Perl: Interacting with Databases   4 hours   CGPC04

CGI/Perl: Interacting with Databases helps students learn about using CGI and Perl to write data between web pages and databases.

- Introduction to Databases
- Writing a Validation Script
- Reading and Writing to the Database
- Structured Query Language
- Accessing SQL Databases with Perl

Dynamic HTML Series

Total Time: 20 hours

Dynamic HTML: DHTML and Style Sheets   4 hours   DHTC01

Dynamic HTML: DHTML and Style Sheets introduces users to Dynamic HTML and shows students how to use style sheets to define the format of web pages.

- Dynamic HTML Overview
- Microsoft Versus Netscape
- Specifying Cascading Style Sheets
- Using Cascading Style Sheets
- Cascading Style Sheet Properties
- Advanced Cascading Style Sheets

Dynamic HTML: Using JavaScript   4 hours   DHTC02

Dynamic HTML: Using JavaScript shows users how to use JavaScript for work with Dynamic HTML.

- Introduction to JavaScript
- Data, Expressions, and Variables
- Functions and Flow Control
- Objects and Arrays
- Putting JavaScript to Work

Dynamic HTML: Objects and Events   4 hours   DHTC03

Dynamic HTML: Objects and Events explains the Dynamic HTML object model and how objects and events are used to interact with users.

- The Dynamic HTML Object Model
- Collections and Elements
- The window and document Objects
- Events
- Event Handling
- The window.event Object
- More Event Handling

Dynamic HTML: Styles and Content   4 hours   DHTC04

Dynamic HTML: Styles and Content introduces students to style sheets and content formatting.

- Changing Font Attributes
- Hiding and Showing Elements
- Positioning Style Sheets
- Using the Position Property
- Positioning Properties
- Layers
- An Example of Moving Elements
- Dynamic Content
- The Object Model and Dynamic Content

Dynamic HTML: Data From Other Sources   **4 hours**   *DHTC05*

Dynamic HTML: Data From Other Sources introduces students to using data from other sources than dynamic HTML, such as a database.

- Introduction to Data Binding
- HTML Data Binding Extensions
- Data Consumers
- Data Source Objects
- Tabular Data Control
- Managing Tabular Data Control

E-Commerce Series
Total Time: 50 hours

E-Commerce: Your E-Business   4 hours   ECOM01

E-Commerce: Your E-Business provides an introduction to e-commerce and how it relates to a user's company.

- E-Commerce and Your Company
- Future Directions
- Where You Are and Where You're Going
- Building Resources
- Marketing and Management

E-Commerce: Getting Started   3 hours   ECOM02

E-Commerce: Getting Started explains what users need to start converting their companies into e-businesses.

- Benefits of E-Commerce
- Defining E-Commerce
- Your Domain
- Internet Mechanics
- Initial Operation Issues

E-Commerce: Influences on E-Commerce   3 hours   ECOM03

E-Commerce: Influences on E-Commerce provides an introduction to Internet stock and the influences that drive up stock value.

- Moving E-Business Forward
- Internet Stock
- Increasing Stock Value
- Building a Presence
- Approaching the Market

E-Commerce: Killer Apps   4 hours   ECOM04

E-Commerce: Killer Apps provides an introduction to killer apps and the twelve steps needed to create them for a company.

- What Are Killer Apps?
- Rules for Building Killer Apps
- The Rest of the Rules
- Land Mines to Avoid
- Other Potential Problems
- Protecting Yourself: An Action Plan

E-Commerce: Developing Your E-Business   5 hours   ECOM05

E-Commerce: Developing Your E-Business provides an overview of virtual corporations and some of the things to avoid when creating one.

- The Virtual Corporation
- Transferring Information
- Laws of E-Commerce
- Considering Your Options
- Looking to the Future

E-Commerce: Real-Time and Data Mining   4 hours   *ECOM06*

E-Commerce: Real-Time and Data Mining provides an introduction to two resources available in e-commerce: real-time systems and data mining.

- Real-Time Systems
- How Real-Time Can Work for You
- The Data Mining Process
- Benefits of Data Mining
- Collecting and Analysing Data

E-Commerce: Lowering Your Business Costs   5 hours   *ECOM07*

E-Commerce: Lowering Your Business Costs provides an overview of ways to decrease e-business costs by automating the supply chain and hiring virtual employees.

- The Supply Chain
- Automating the Vendor Flow
- Automating the Customer Flow
- The Virtual Workforce
- Managing Your Virtual Employees
- Strategies and Solutions

E-Commerce: Customer Service and Payment   4 hours   *ECOM08*

E-Commerce: Customer Service and Payment provides an overview of the customer service and payment resources available for an e-business.

- The Call Centre
- Other Customer Service Concerns
- Payment Types
- Payment Systems
- Payment Security

E-Commerce: Marketing Your E-Business   5 hours   *ECOM09*

E-Commerce: Marketing Your E-Business explains how to develop a marketing plan for an e-business.

- Identifying Your Customers
- Developing a Marketing Plan
- Affiliate Marketing
- Marketing Models
- Other Marketing Examples

E-Commerce: Advertising on the Internet   4 hours   *ECOM10*

E-Commerce: Advertising on the Internet provides an overview of the forms of advertising available on the Internet.

- Internet Promotion
- Finding Your Customers
- Designing Your Ads
- Drawing Customers to Your Site
- Looking to the Future

E-Commerce: Building Marketing Strategy   5 hours   ECOM11

E-Commerce: Building Marketing Strategy provides an overview of marketing options available to an online business, such as data mining and external promotion

- External Marketing
- The Road Show
- Public Relations and Investor Relations
- Data Mining and Marketing
- Extracting and Analysing the Data

E-Commerce: Resource Planning   4 hours   ECOM12

E-Commerce: Resource Planning provides an overview of the resources and standards that need to be considered when preparing a strategy for an online business.

- Your E-Commerce Strategy
- E-Commerce Risks
- Knowledge Management
- Changes in Technology
- New Opportunities

E-Commerce: Managing Your E-Business   5 hours   ECOM13

E-Commerce: Managing Your E-Business explains ways to reduce costs and ensure the continued success of an online business.

- Reducing Costs
- Leveraging Your Assets
- Encouraging Repeat Customers
- Influences on Your E-Business
- Other Issues to Keep in Mind

FrontPage 2000 Series

Total Time: 12 hours

FrontPage 2000: Creating Web Sites   **3 hours**   *FTPG01*

FrontPage 2000: Creating Web Sites provides an introduction to Microsoft FrontPage 2000, and shows how to use it to create Web sites and pages.

- Introduction to FrontPage
- Creating a New Web Page
- Starting a New Web Site
- Putting Your Pages on the Web

FrontPage 2000: Building Pages   **3 hours**   *FTPG02*

FrontPage 2000: Building Pages shows users how to create and format the text of a Web page, including lists, and hypertext links.

- Working with Text
- Formatting Text
- Formatting Paragraphs and Lists
- Creating Links
- Building Links to Objects

FrontPage 2000: Working with Images   **3 hours**   *FTPG03*

FrontPage 2000: Working with Images shows users how to use graphics or images on Web pages, including imagemaps.

- Adding Pictures to Web Pages
- Picture Alignment and Links
- Selecting Background, Colours & Borders
- Using Lines and Graphical Bullets

FrontPage 2000: Adding Spark to Your Site   **3 hours**   *FTPG04*

FrontPage 2000: Adding Spark to Your Site shows users how to add features such as tables, forms, and active elements to their Web sites.

- Working with Tables
- Hover Buttons, Hit Counters, & Marquees
- Creating Forms
- Customizing Forms

GUI Design Series

Total Time: 12 hours

GUI Design: Planning an Interface   **4 hours**   *GUIC01*

GUI Design: Planning an Interface introduces users to the primary principles and tasks involved in graphical user interface (GUI) design.

- Introduction to User Interfaces
- Developing within Constraints

- Designing for Your Users
- Designing an Effective GUI

GUI Design: Developing an Interface   **4 hours**   *GUIC02*

GUI Design: Developing an Interface shows users how to design screen layouts, use colour effectively, and incorporate typography into a graphical user interface.

- Designing the Layout
- Introduction to Colour

- Choosing Colour
- Using Typography Effectively

GUI Design: Designing Screen Elements   **4 hours**   *GUIC03*

GUI Design: Designing Screen Elements shows users how to put together the elements of an interface to create an effective design.

- Designing Icons
- Designing Pointers
- Designing Windows

- Designing Screen Controls
- Effective Interface Design

HTML Series

Total Time: 28 hours

HTML: Start Creating Your Own Web Pages   **4 hours**   *HTLC01*

HTML: Start Creating Your Own Web Pages presents the basic skills needed to use HTML for building a Web page.

- Welcome to HTML
- Creating a Web Page
- Linking to Other Web Pages
- Text Formatting and Alignment
- Font Control and Special Characters
- Arranging Text in Lists
- Intra-Page and E-Mail Links
- Putting Images on a Web Page

HTML: Creating High Quality Web Graphics   **4 hours**   *HTLC02*

HTML: Creating High Quality Web Graphics presents the techniques needed to create high quality graphics that load quickly.

- Creating Web Page Images
- Making Pages Display Quickly
- Creating Animated Graphics

HTML: Layout and Design for Your Web Pages   **4 hours**   *HTLC03*

HTML: Layout and Design for Your Web Pages presents the skills needed to design effective Web pages.

- Backgrounds and Colour Control
- Page Design and Layout
- Image Maps
- Advanced Layout with Tables

HTML: Making Your Web Pages Interactive   **4 hours**   *HTLC04*

HTML: Making Your Web Pages Interactive presents the techniques used for building an interactive Web page.

- Interactive Layout with Frames
- Creating HTML Forms
- Embedding Multimedia in Web Pages
- Scripting, Applets, and ActiveX

HTML: Start Using JavaScript   **4 hours**   *HTLC05*

HTML: Start Using JavaScript presents the basic skills needed to incorporate JavaScript into HTML when building a Web page.

- Where Does JavaScript Fit In?
- Your First Script
- Working with Data and Information
- Functions and Objects - The Building Blocks of Programs

HTML: Using JavaScript for Interactivity   **4 hours**   *HTLC06*

HTML: Using JavaScript for Interactivity presents the skills needed to create interactive forms and use JavaScript events and loops.

- Events in JavaScript
- The Form Object
- Creating Interactive Forms
- Loops

HTML: Using Advanced JavaScript Techniques   4 hours   *HTLC07*

HTML: Using Advanced JavaScript Techniques presents the advanced tools available in JavaScript.

- Introduction to Frames
- The Document Object
- The Window Object
- Introduction to Cookies
- Cookies in JavaScript
- Using Cookies in JavaScript
- Strings and the History List

Java 1.1 Series

Total Time: 24 hours

Java 1.1: Writing Java Programs   4 hours   *JJAC01*

Java 1.1: Writing Java Programs provides an introduction to using the Java programming language.

- Becoming a Programmer
- Writing Your First Program
- Understanding How Java Programs Work

Java 1.1: Java Programming Basics   4 hours   *JJAC02*

Java 1.1: Java Programming Basics provides an introduction to the basics of programming in Java.

- Storing and Changing Information in a Program
- Using Variables and Expressions
- Using Strings to Communicate
- Using Conditionals to Make Decisions
- Repeating an Action with Loops

Java 1.1: Using Objects and Arrays   4 hours   *JJAC03*

Java 1.1: Using Objects and Arrays explains how to create and manage arrays and objects.

- Storing Information with Arrays
- Creating Your First Object
- Describing What Your Object Is Like
- A Closer Look at Methods
- Inheriting Methods from Other Classes

Java 1.1: Creating Java Applets   4 hours   *JJAC04*

Java 1.1: Creating Java Applets explains Java applets and how to set up and manage them.

- Learning How Applets Work
- Creating a Threaded Applet
- Sending Parameters to Applets
- Using Fonts and Colour in Applets

Java 1.1: Graphics and User Events   4 hours   *JJAC05*

Java 1.1: Graphics and User Events shows how to create graphics, animations, and user interfaces with Java.

- Working with Graphics
- Creating Animation
- Building a Simple User Interface

Java 1.1: Putting Your Skills to Work   4 hours   *JJAC06*

Java 1.1: Putting Your Skills to Work explains how to put together some of the Java features beyond the basics to create Web applets.

- Responding to User Events
- Playing Games with Java
- Writing a Game for the Web
- Spicing Up a Web Page
- Making Your Knowledge Add Up

Java 1.2 Series

Total Time: 24 hours

Java 1.2: Writing Java Programs   4 hours   *JVVC01*

Java 1.2: Writing Java Programs provides an introduction to using the Java programming language.

- Becoming a Programmer
- Writing Your First Program
- Understanding How Java Programs Work

Java 1.2: Java Programming Basics   4 hours   *JVVC02*

Java 1.2: Java Programming Basics provides an introduction to the basics of programming in Java.

- Storing Information in a Program
- Using Variables and Expressions
- Using Strings to Communicate
- Using Conditionals to Make Decisions
- Repeating an Action with Loops

Java 1.2: Using Objects and Arrays   4 hours   *JVVC03*

Java 1.2: Using Objects and Arrays explains how to create and manage arrays and objects.

- Storing Information with Arrays
- Creating Your First Object
- Describing What Your Object Is Like
- Inheriting Methods from Other Classes
- Inheriting Methods from Other Classes

Java 1.2: Creating Java Applets   4 hours   *JVVC04*

Java 1.2: Creating Java Applets explains Java applets and how to set up and manage them.

- Learning How Applets Work
- Creating a Threaded Applet
- Sending Parameters to Applets
- Using Fonts and Colour in Applets

Java 1.2: Graphics and User Events   4 hours   *JVVC05*

Java 1.2: Graphics and User Events shows how to create graphics, animations, and user interfaces with Java.

- Working with Graphics
- Creating Animation
- Building a Simple User Interface
- Using Layout Managers

Java 1.2: Putting Your Skills to Work 4 hours JVVC06

Java 1.2: Putting Your Skills to Work explains how to put together some of the Java features beyond the basics to create Web applets.

- Responding to User Events
- Playing Games with Java
- Writing a Game for the Web
- Spicing Up a Web Page
- Making Your Knowledge Add Up

Java 2 Programmer Certification 310-025 Series

Total Time: 11 hours

Java 2 Programmer Certification 310-025: Java and Object-Oriented Fundamentals **4 hours** *J25301*

Java 2 Programmer Certification 310-025: Java and Object-Oriented Fundamentals provides an overview of the fundamentals of the Java language and object-oriented programming.

- Java Program Structure
- Language Fundamentals
- Arithmetic, Bitwise, and Shift Operators
- Other Operators and Operator Precedence
- Object-Oriented Programming

Java 2 Programmer Certification 310-025: Declarations, Flow Control, and Exception Handling **3 hours** *J25302*

Java 2 Programmer Certification 310-025: Declarations, Flow Control, and Exception Handling shows users how to declare variables and methods and how to use Java statements to control the flow of programs and handle exceptions.

- Variables
- Methods, Initialises, and Modifiers
- Flow Control
- Exception Handling

Java 2 Programmer Certification 310-025: Classes, Interfaces, Methods, and Garbage Collection **2 hours** *J25303*

Java 2 Programmer Certification 310-025: Classes, Interfaces, Methods, and Garbage Collection shows users how to declare classes and interfaces, how to overload and override methods, and how Java's garbage-collection mechanism works.

- Classes and Interfaces
- Inner and Anonymous Classes
- Methods
- Garbage Collection

Java 2 Programmer Certification 310-025: Threads **2 hours** *J25304*

Java 2 Programmer Certification 310-025: Threads explains how multithreading works and how it is supported by Java.

- Multithreading and Creating Threads
- Working with Threads
- Sharing Objects and Resources

Photoshop Series

Total Time: 20 hours

Photoshop: Managing Graphics Files   3 hours   *PHSC01*

Photoshop: Managing Graphics Files explains how to save, manage, and use graphics files and formats with Photoshop.

- Getting Around the Photoshop Screen
- File Formats
- Opening and Saving Images
- Resolution and Resampling
- Upsampling and Downsampling

Photoshop: Colours, Brushes, and Printing   3 hours   *PHSC02*

Photoshop: Colours, Brushes, and Printing shows users how to use choose colours, use paint tools and brushes, and print graphic images in Photoshop.

- Colour Modes
- Choosing Colours
- Using the Paint and Pen Tools
- Using Paint and Brush Options
- Preparing to Print
- Printing

Photoshop: Selecting and Retouching   3 hours   *PHSC03*

Photoshop: Selecting and Retouching explains how to select and crop portions of an image file and how to touch up a scanned photograph using the Rubber Stamp tool.

- Selecting and Cropping
- Freehand and Magic Wand Selections
- Modifying Selections
- Selecting Complex Shapes
- Retouching with the Rubber Stamp Tool

Photoshop: Text, Fills, and Actions   3 hours   *PHSC04*

Photoshop: Text, Fills, and Actions shows how to use text and fill regions with colour in Photoshop, as well as how to change actions in the History list and repeat batch actions.

- Creating Text
- Modifying Type
- Using Fill Tools
- Creating Graduated Fills
- Managing the History List
- Repeating Actions

Photoshop: Using Layers and Plug-Ins   4 hours   *PHSC05*

Photoshop: Using Layers and Plug-Ins explains what you need to take advantage of layers and plug-ins in Photoshop.

- Working with Layers
- Blending and Modifying Layers
- Creating Layer Masks
- Using Layer Effects
- Handling the Transform Command
- Using Plug-Ins

Photoshop: Manipulating Images
4 hours   *PHSC06*

Photoshop: Manipulating Images shows users how to use lighting, sharpening, and blur effects to change images.

- Adjusting Image Tone
- Changing Colour and Spot Toning
- Sharpening an Image
- Using the Sharpen Tool

- Diffusing Images with Blur
- Changing Focus and Blending Images
- Aligning Images with Rules

Visual InterDev 6 Series

Total Time: 54 hours

Visual InterDev 6: Learning the Basics **6 hours** *VIDC01*

Visual InterDev 6: Learning the Basics introduces users to the Visual InterDev interface and application creation. At the end of this course, users will create a new Web project and add HTML pages.

- Introduction to Visual InterDev
- Visual InterDev Views and Controls
- Other Visual InterDev Components

- Using Visual InterDev with Databases
- Creating an Application
- Viewing InterDev Results

Visual InterDev 6: Using HTML **6 hours** *VIDC02*

Visual InterDev 6: Using HTML presents the visual Web development environment. This course shows how to insert, position, and set properties for HTML elements and script objects using InterDev's editing and outline tools, including the Cascading Style Sheets editor. It also introduces the scripting statement completion feature.

- InterDev's Development Environment
- Adding Controls and Objects
- Working with Code and Script

- Using Design View
- Linking and Positioning HTML Elements
- Using Style Sheets

Visual InterDev 6: Dynamic Content **6 hours** *VIDC03*

Visual InterDev 6: Dynamic Content explains how to use dynamic HTML and scripting to add interactive content to Web pages

- Introduction to Client-Side Scripting
- Using Client-Side Scripting
- Overview of VBScript
- Using VBScript
- Overview of Dynamic HTML

- Using Dynamic Content
- Introduction to Server-Side Scripting
- Building Active Server Pages
- Using Server-Side Scripting

Visual InterDev 6: Objects and Databases **6 hours** *VIDC04*

Visual InterDev 6: Objects and Databases introduces the use of Java, ActiveX, and database connections within a web site.

- Introduction to Java and ActiveX
- Connecting with a Database

- Using the Query Designer
- Using the ActiveX Data Object

Visual InterDev 6: Database Interaction   6 hours   VIDC05

Visual InterDev 6: Database Interaction explains how to use the Query Designer to retrieve and update information in the database.

- Connecting with the Query Designer
- Creating a Query
- Customizing Query Columns
- Customizing Query Grids
- Changing Database Contents

Visual InterDev 6: Active Server Pages   6 hours   VIDC06

Visual InterDev 6: Active Server Pages introduces the active server object and explains how to use active server objects.

- Making Active Server Pages Active
- The Request Object
- The Response Object
- The Session and Application Objects
- The Server Object

Visual InterDev 6: Controls and Scripts   6 hours   VIDC07

Visual InterDev 6: Controls and Scripts explains design-time controls, scriptlets and the document object model.

- Introduction to Design-Time Controls
- Design-Time Controls with Databases
- The Document Object Model
- A Database-Driven Application: Part 1
- A Database-Driven Application: Part 2

Visual InterDev 6: Testing and Debugging   6 hours   VIDC08

Visual InterDev 6: Testing and Debugging introduces the tools for debugging applications.

- Debugging Applications
- Debugging Variables
- Viewing Other Debugging Information
- Handling Errors

Visual InterDev 6: Management and Design   6 hours   VIDC09

Visual InterDev 6: Management and Design introduces the management of work and the design of user interfaces for web sites.

- Introducing the Link View
- Using the Link View
- Managing Time and Effort
- Effective User Interface Design
- Using the Site Designer
- Designing Site Navigation
- Effective Layout and Forms

Web Design & Graphics Series

Total Time: 16 hours

Web Design & Graphics: Introduction to Design   3 hours   *WBDS01*

Web Design & Graphics: Introduction to Design explains the basic considerations used when designing a Web site, including the planning and maintenance of the site, and making the site accessible to all platforms and monitors.

- Planning a Site
- Site Architecture and Maintenance
- Displaying in Multiple Browsers
- Colours and Screen Sizes

Web Design & Graphics: Making Your Site Fast & Viewable   4 hours   *WBDS02*

Web Design & Graphics: Making Your Site Fast and Viewable shows users how to make graphics that will download quickly on the Internet and will display well across all browsers and systems.

- Graphics Formats
- Making Small Graphics
- Trimming Size and Keeping Quality
- Scanning Images

Web Design & Graphics: Building Your Site with Images   3 hours   *WBDS03*

Web Design & Graphics: Building Your Site with Images shows users how to create colour schemes, backgrounds, GIF transparencies, and imagemaps for a Web site.

- Browser-Safe Colour
- Choosing Colours
- Creating Backgrounds
- Transparency in Images
- Imagemaps

Web Design & Graphics: Building Your Site with Formatting   3 hours   *WBDS04*

Web Design & Graphics: Building Your Site with Formatting shows users how to create fonts with HTML and graphics, and lay out a page using tools like lines, buttons, bullets, and tables.

- Typography and HTML Commands
- Fonts, Graphics, and Other Type Tricks
- Lines, Buttons, and Bullets
- Using Tables and Graphics for Layout

Web Design & Graphics: Using Other Tools   **3 hours**   *WBDS05*

Web Design & Graphics: Using Other Tools explains how to use frames, animated GIFs, Dynamic HTML, JavaScript, QuickTime, Flash, and Shockwave in a Web site.

- Frames
- Animated GIFs
- Dynamic HTML and JavaScript Rollovers
- QuickTime, Flash, and Shockwave

XML Series

Total Time: 15 hours

XML: Viewing and Understanding XML   **2 hours**   *XMLC01*

XML: Viewing and Understanding XML provides an introduction to the Extensible Mark-up Language (XML) and its general format.

- Introducing Extensible Mark-up Language
- Examining a Sample XML Document
- XML Document Structure
- Viewing XML Data in Internet Explorer 5

XML: Creating a Basic Document   **2 hours**   *XMLC02*

XML: Creating a Basic Document shows Web developers how to build an XML data document.

- Creating Elements and Attributes
- Naming Rules and Displaying Characters
- Making Sure Documents Are Well-Formed
- Using DTDs

XML: Building DTDs & Checking Documents   **3 hours**   *XMLC03*

XML: Building DTDs & Checking Documents explains how to build Document Type Definitions and how to check documents for validity and well-formedness.

- Creating Element Declarations
- Creating Attribute Declarations
- Developing an Element Model
- Refining the DTD
- Parameter Entities and Modular DTDs
- Checking for Validity and Well-Formedness

XML: Entities   **3 hours**   *XMLC04*

XML: Entities provides an overview of the internal, external, and parameter entities in XML documents.

- Introduction to Entities
- Internal Entities
- External Entities
- Entity Resolution and Placement
- Character Encoding and Entities

XML: The Document Object Model   2 hours   *XMLC05*

XML: The Document Object Model explains how XML data can be accessed and manipulated with the DOM.

- Processing XML Data
- The XML Document Object Model
- Structure of the DOM

- The Node, Element, and Attribute Objects
- Other Important Objects

XML: CSS and XSL Style Sheets   3 hours   *XMLC06*

XML: CSS and XSL Style Sheets explains how to use Cascading Style Sheets and extensible Style Language to style XML data for display in a Web browser.

- Attaching Style Sheets to XML
- XSL and XSLT

- Building XSL Style Sheets and Templates
- Processing XSL

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Course Description	Price (£) (inc Vat)	Quantity	Sub Total
End User Desktop Computing	116.32		
End User Home and Small Business	116.32		
End User Business Skills Development	116.32		
Technical General	141.00		
Technical MCSE	141.00		
Technical Web Development	141.00		

Total: _____

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