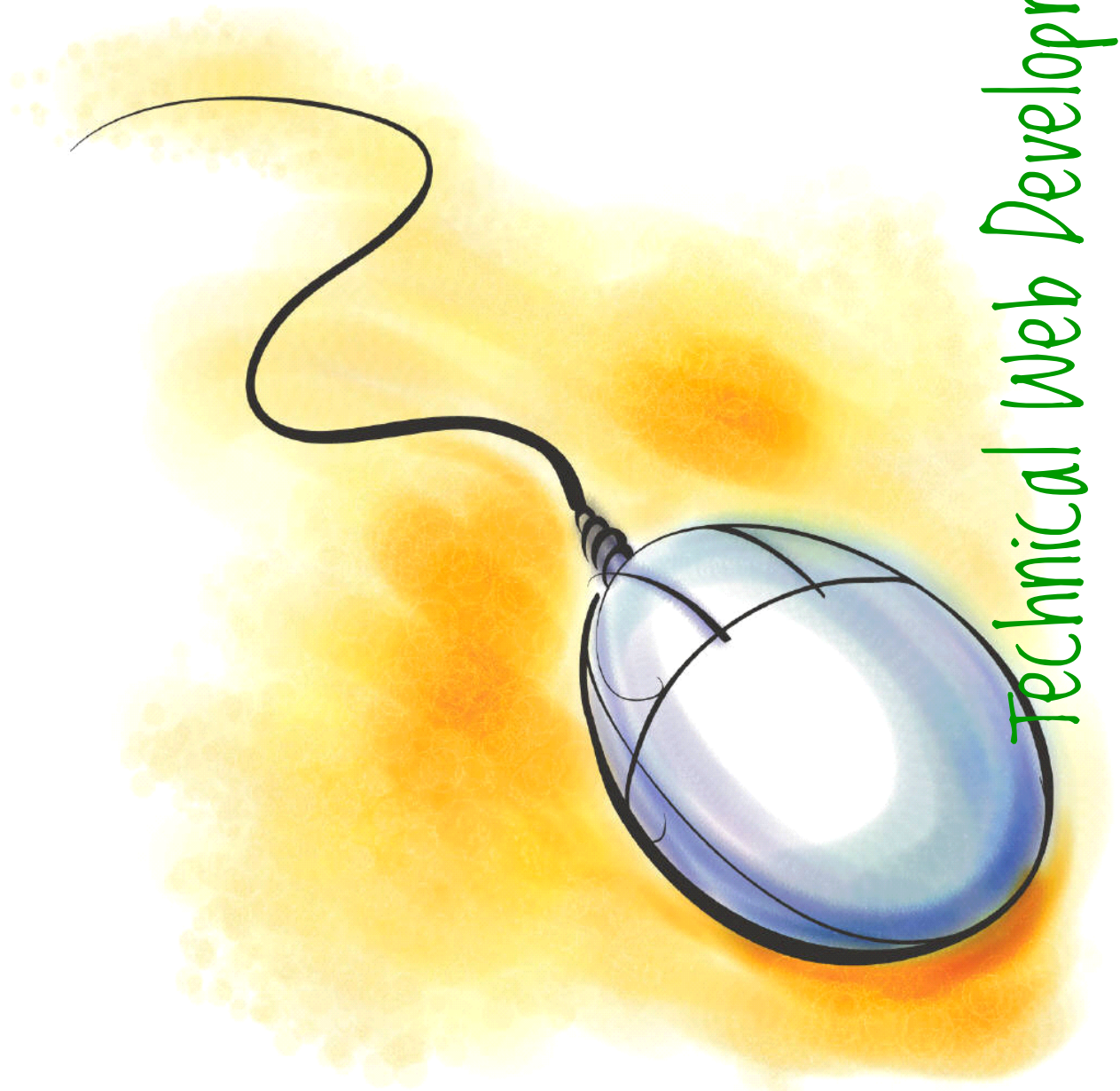


Online Courses

Technical Web Developer



# Online Courses



## Technical Web Development Library

Learn how to create everything from simple to complex, interactive Web sites with our Web development courses, covering the latest in Web technologies.

**£60.00 + VAT per individual unit OR  
£225.00 + VAT for all units**

### Subjects covered include:

- Ajax
- CGI/Perl
- CIW
- ColdFusion
- DreamWeaver
- Dynamic
- Flash
- FrontPage
- GUL Design
- Java
- Photoshop
- PHP
- Visual
- Web Design
- WebSphere
- XML

**Courses can be accessed for 12 months from the date of registration AND can be accessed more than once!**

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# Ajax and CGI/Perl



## **Ajax (20 hours)**

Asynchronous JavaScript and XML is one of the most popular current programming techniques used in web application development. Use this series to learn how to build interactive, exciting, fast apps for your web site programming.

## **CGI/Perl (15 hours)**

This series is designed for users who want to create interactive Web pages using CGI and Perl. It covers creating and working with forms, building programs using HTTP headers and SSI, and developing Web applications and utilities. It also discusses how to write data between Web pages and databases, and using SQL with relational databases.

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### **CIW Foundations 1D0-510 (12 hours)**

This series prepares you to take the CIW v5 Foundations (1D0-510) examination, in conjunction with hands-on practice and other self-study.

### **CIW Security 1D0-470 (39 hours)**

This series is designed to prepare the student to pass the Certified Internet Webmaster (CIW) Security 1D0-470 exam. It helps the student achieve proficiency in identifying security threats, developing countermeasures, and using firewall systems and attack recognition technologies. It covers the fundamental concepts and principles of network security, and it describes the most common types of attacks that can occur. It covers basic networking models, such as TCP/IP and the OSI reference model, and it explains the security vulnerabilities of protocols used at each layer in the model. It also covers the basic tools and procedures used to protect a network, including firewalls, encryption, auditing, and log analysis.

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# ColdFusion



## **ColdFusion MX (28 hours)**

This series teaches users how to install and set up a ColdFusion development environment, including connecting to a database, and also teaches how to build ColdFusion applications that integrate such features as e-mail, FTP, Flash, Java, and XML.

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# DreamWeaver



## **Dreamweaver 8 (4 hours)**

Dreamweaver is a popular and powerful tool to build rich, professional Web sites and Web applications. These courses introduce the new features found in Dreamweaver 8.

## **Dreamweaver MX (42 hours)**

This series presents instruction on designing for the Web using Macromedia Dreamweaver MX. Topics include an introduction to the new interface and the basic concepts of Web design, in addition to procedures for setting up the site, managing the site and a development team, creating pages, inserting basic text, links, and images, and finding or creating Web-optimised images. The latter part of the series covers advanced topics such as tables and frames, stylesheets, DHTML, data and interactivity, and other complex designs. The content is geared toward basic computer users who are new to Web design, but is also useful for professional Web designers who wish to learn about the new features of Dreamweaver MX.

## **Dreamweaver MX 2004 (23 hours)**

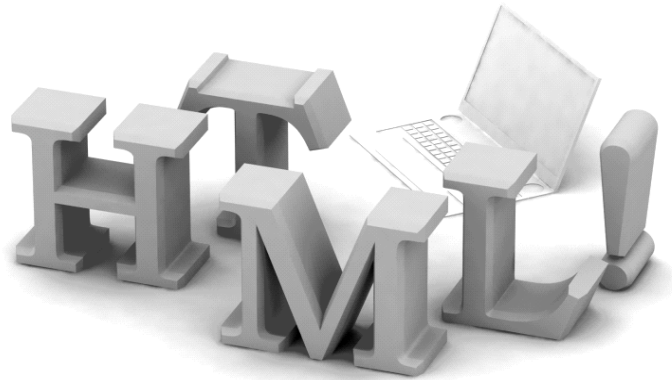
This series presents information on designing Web sites using Macromedia Dreamweaver MX 2004. Topics include an introduction to the interface and the basic concepts of Web design, in addition to procedures for setting up the site, managing the site, creating pages, and inserting basic text, links, and images. The latter part of the series covers advanced topics such as tables and frames, DHTML, behaviours, and forms. Finally the series explains how to upload projects and work with templates.

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# Dynamic



## **Dynamic HTML (18 hours)**

This series is intended for Web page developers who want to implement Dynamic HTML in their Web site design. It examines the basic concepts of DHTML and the use of Cascading Style Sheets, implementing JavaScript with DHTML, and the DHTML object model. Other topics covered include objects, events and event handling, style sheets and content formatting, and binding data from other sources to Web pages.

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# Flash



## **Flash 8 (7 hours)**

Flash is the standard tool for delivering interactivity and animation on Web sites. This series walks you through the new and improved features found in Flash 8.

## **Flash MX (18 hours)**

This series provides a practical guide for using Macromedia Flash MX to create animations and interactive Web sites. The Flash MX series presents information for intermediate to advanced media designers and developers who want to learn the latest techniques for animating graphics and enhancing visual media with sound and music. Topics covered include: Drawing tools, design concepts, animation techniques, text and forms in animation, compound objects, scenes, timelines, layers, filters, and masks. One full course in this series is devoted to the incorporation of sound and music into Flash movies. Each topic covered includes tips and techniques for maximising the effectiveness of Flash MX when viewed on the Web.

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# Flash



## **Flash MX 2004 (24 hours)**

Flash MX 2004 teaches learners how to create animated web graphics and movies from scratch. Learners will be able to apply their knowledge to the creation of both dynamic and interactive Web graphics and applications.

## **Flash MX 2004 ActionScript 2.0 (11 hours)**

The Flash MX 2004 ActionScript 2.0 series is designed to help learners who are familiar with previous versions of ActionScript to learn more about the benefits of object-oriented programming and using ActionScript 2.0.

## **Flash MX ActionScript (36 hours)**

This series introduces the student to the ActionScript programming language and its capabilities, covering basic programming concepts such as objects, actions, arrays, and variables.

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# FrontPage



## **FrontPage 2000 (11 hours)**

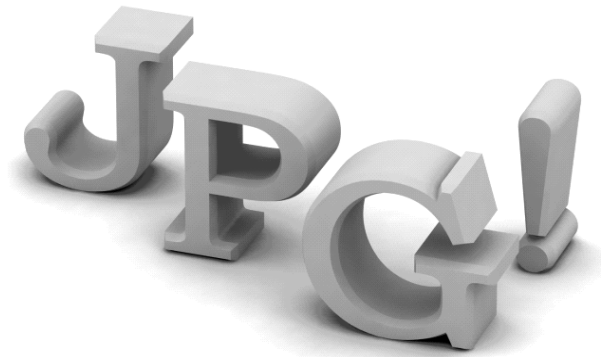
This series provides an overview of using Microsoft FrontPage 2000 to create Web sites and pages. It discusses navigation, page and site creation, and publishing to the Web. It also examines working with images, formatting text, using tables and lists, and creating hypertext links to other pages and sites. Additional topics include creating image maps, adding backgrounds, colours, and lines, creating hover buttons, hit counters, and text marquees, and building forms in Web pages.

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# GUI Design



## **GUI Design (10 hours)**

This series introduces users to the primary concepts and tasks involved in graphical user interface (GUI) design. It identifies the characteristics of an effective GUI, describes usability factors, and examines the design principles of consistency, user feedback, information filtering, and the conceptual model. It also discusses in detail the effective use of colour and typography, icons and pointers, window layouts, and screen controls. The series concludes with a discussion of effective interface design, including the principles of organisation, efficiency, and communication.

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# Java



## **Java 1.2 (20 hours)**

This series provides instruction in the basics of the Java 1.2 programming language. An explanation of how Java programs work and creating a basic program is provided. Programming topics covered include using variables and strings, conditional tests, and loops. Advanced topics covered include arrays, objects, methods, inheritance, use of graphics and animation, and building a user interface. An explanation of Java applets and how to create, manage, and use them is covered. The series concludes with the opportunity to apply the skills learned in a sample application.

## **Java 2 5.0 Programmer Certification 310-055 (12 hours)**

The Sun Certified Programmer for Java 2 Platform 5.0 certification allows web programmers to prove a thorough knowledge of Java programming structure and the ability to create Java applications. This study guide series will cover all of the knowledge needed for the 310-055 test to become a Sun Certified Programmer for Java 2 Platform 5.0.

## **Java 2 5.0 Programming (31 hours)**

This series introduces the learner to the fundamentals of Java programming. It starts with the basics, such as how to compile and run a Java program; discusses Java language keywords; and concludes with advanced features such as multithreaded programming, generics, and applets.

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# Java



## **Java 2 Enterprise Design (44 hours)**

This series provides a comprehensive and practical guide for designing enterprise systems with the Java 2 Platform, Enterprise Edition (J2EE). Enterprise systems encompass those distributed, scalable, multiuser, and business-critical systems that are related to enhancing the productivity of a corporate or organisational enterprise via information technology. High-level topics include enterprise software development and the J2EE model, data enabling and JDBC, enterprise communication and services, systems assurance, Web enabling, and application enabling. The target audience includes software developers, designers, and architects with a background in object-oriented programming and Java.

## **Java 2 Programmer Certification 310-035 (12 hours)**

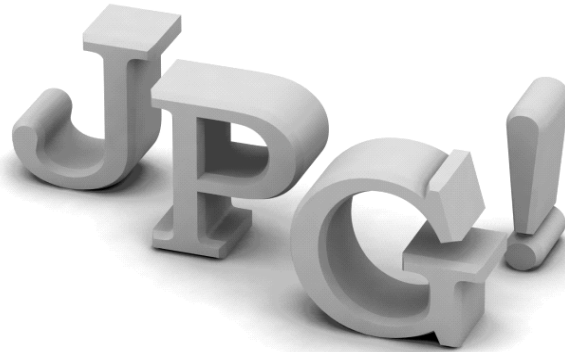
This series provides an overview of the Java programming language. It prepares the experienced Java programmer for the Java 2 Programmer Certification Exam 310-035. Topics include object orientation, the statements used to control program flow and exception handling, the classes and interfaces of the java.lang package and the java.util package, the development of Java-based GUI, and the methods and tools for performing sophisticated input and output operations.

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# Photoshop



## **Photoshop (19 hours)**

This series is designed to introduce users to the functions of Photoshop. An overview of managing graphics files is provided, including navigating the Photoshop interface, opening, closing, and saving files, and changing image resolution and size. An explanation of different graphics formats is provided. Other topics covered in this series include the colour, paint, pen, and brush tools, selecting, cropping, and retouching images, and using text, files, and actions. Advanced features covered include creating and manipulating layers, using plug-ins, and the Transform command. Image manipulation techniques are also discussed, including lighting, sharpening, blurring, and adjusting focus.

## **Photoshop 7 (44 hours)**

This series is designed for beginning and intermediate Photoshop users. This series teaches users about image editing, what's new in version 7, the Photoshop interface, pixels, saving and printing, using the tools, making and modifying selections, layers, creating text effects, filters, colour correction, and web graphics.

## **Photoshop CS (33 hours)**

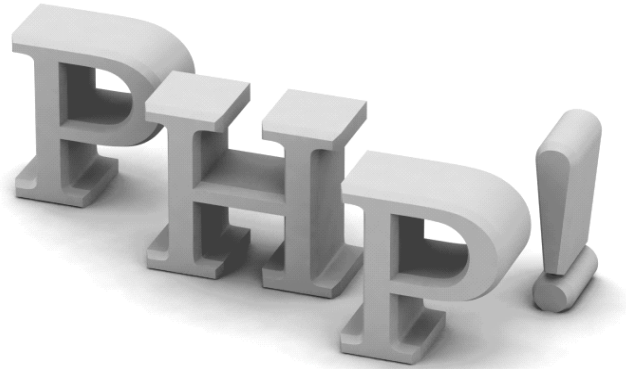
This series provides learners with an overview of the most frequently used features of Photoshop CS. It teaches learners about navigation, selection, layers, layer styles, adjustment layers, layer masks, filters, colour, as well as a variety of painting, drawing, and text tools. Learners will also become familiar with using Photoshop CS for image output and Web design.

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# PHP



## **PHP and MySQL (43 hours)**

This series teaches learners to create dynamic Web sites. Learners will be able to apply their knowledge to the creation of dynamic Web applications such as content management, user registration, and ecommerce.

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# Visual



## **Visual C# (19 hours)**

The Visual C# 2005 series covers how to develop command line and graphical applications using the Visual C# 2005 programming language and the Visual Studio integrated development environment (IDE).

## **Visual InterDev 6 (30 hours)**

This series is designed to introduce users to the Visual InterDev web-based application development environment. The basics of Visual InterDev are discussed, including views and controls, database interaction, and client and server directory structures. Implementation of HTML elements is discussed in detail, including using dynamic HTML and scripting to add interactive content. This series also covers how to use Java, ActiveX, and database connections within a Web site, using Query Designer to retrieve and update data, and using active server objects, design-time controls, scriptlets, and the document object model. The series provides information on testing a debugging a Visual InterDev program, site management strategies, and effective site layout and design.

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# Web Design



## **Web Design and Graphics (16 hours)**

This series presents concepts for designing and building Web sites. It covers how to plan the structure of a Web site, maintaining the Web site files, and considering the affect that various browsers, monitors, and systems can have on the display of a site. Strategies for making a site download quickly and display well across all browsers and systems are presented, along with creating colour schemes, backgrounds, GIF transparencies, and image maps. Additional topics covered in this series include the use of HTML and graphics for formatting and layout, and other useful tools such as frames, animated GIFs, dynamic HTML, JavaScript, QuickTime, Flash, and Shockwave

## **Web Publishing and Design with HTML 4.01 and XHTML (15 hours)**

The Web Publishing and Design with HTML 4.01 and XHTML series teaches you how to make Web sites using HTML 4.01, XHTML, and cascading style sheets. It also provides tips and guidelines to help you design and create effective Web sites, as well as organise their content.

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# WebSphere



## **WebSphere 7.0 with Rational Application Developer (20 hours)**

The WebSphere Rational Application Developer (WRAD) series teaches learners how to use the integrated development environment (IDE) provided by WRAD to create and deploy Java 2 Enterprise Edition (J2EE) applications. Learners will use their knowledge to develop and deploy J2EE applications that utilise database connectivity, graphical user interface (GUI), Extensible Markup Language (XML) and Universal Modeling Language (UML) technologies, as well as Java technologies such as Java Server Page (JSP), Struts, Java Server Faces (JSF), Servlets and Enterprise Java Beans.

## **WebSphere Studio Application Developer and J2EE (14 hours)**

The WebSphere Studio Application Developer and J2EE series is designed to introduce learners to Web based application development using IBM's WebSphere Studio Application Developer and related J2EE technologies. This series provides a general overview of software development, J2EE, and the WebSphere product line. This series also teaches learners how to design and develop user interfaces with both HTTP and XML/XSL, servlets, and JavaServer Pages (JSPs) for Web-based deployment. Finally, this series teaches learners about the Struts framework, layered architecture design principles, and both functional and user testing.

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# XML



## **XML (15 hours)**

This series provides an introduction to the Extensible Markup Language (XML) and its general format. It introduces the fundamentals of XML, including how to read a basic XML document, the XML document structure, and viewing XML source documents. It shows how to build an XML data document, including creating elements and element modes, naming XML objects, and creating declarations and well-formed documents. Building DTDs is explained in detail, along with creating and managing internal, external, and parameter entities. Additional topics covered in this series include a detailed discussion of the Document Object Model, Cascading Style Sheets (CSS), and XSL Style Language.

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