# Paper-II: Web Designing

Maximum Marks: 50 External: 40 Minimum Pass Marks: 18 Internal: 10

Time: 3 Hours

**Note:** Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit. All questions will carry equal marks.

## UNIT - I

Introduction to Internet and World Wide Web; Evolution and History of World Wide Web; Basic Features; Web Browsers; Web Servers; Hypertext Transfer Protocol; URLs; Searching and Web-Casting Techniques; Search Engines and Search Tools

#### UNIT – II

Steps for Developing Website; Choosing the Contents; Home Page; Domain Names; Internet Service Provider; Planning and Designing Web Site; Creating a Website; Web Publishing: Hosting Site;

### **UNIT-III**

Introduction to HTML; Hypertext and HTML; HTML Document Features;

HTML Tags; Header, Title, Body, Paragraph, Ordered/Unordered Line, Creating Links; Headers; Text Styles; Text Structuring; Text Colors and Background; Formatting Text; Page layouts; Insertion of Text, Movement of Text

# UNIT - IV

Images: Types of Images, Insertion of Image, Movement of Image, Ordered and Unordered lists; Inserting Graphics; Table Handling Functions like Columns, Rows, Width, Colours; Frame Creation and Layouts; Working with Forms and Menus; Working with Buttons like Radio, Check Box;

## **TEXT BOOKS:**

- Bayross Ivan, "Web Enabled Commercial Applications Development using HTML, Javascript, DHTML & PHP", BPB Publication, 2005
- Powell Thomas, "The Complete Reference HTML & CSS", Tat Mc-Graw Hill, 2010

### **REFERENCE BOOKS:**

- Wendy Willard, "HTML Beginners Guide", Tata McGraw-Hill
- Deitel and Goldberg, "Internet and World Wide Web, How to Program", PHI.