

Courses Breakdown

Technical Web Development

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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

CIW Foundations 1D0-410 Series

Total Time: 53 hours

CIW Foundations 1D0-410: The Internet and the World Wide Web **5 hours** **CIWF01**

CIW Foundations 1D0-410: The Internet and the World Wide Web provides a brief history of the Internet and the World Wide Web. It describes the protocols and technologies used by the Internet, and explains how to use and configure a Web browser.

CIW Foundations 1D0-410: E-Mail, FTP, Newsgroups and Telnet **3 hours** **CIWF02**

CIW Foundations 1D0-410: E-Mail, FTP, Newsgroups and Telnet provides an overview of e-mail and various e-mail client programs. It examines how to use e-mail, describes how to use mailing lists and e-mail attachments, and discusses issues of e-mail privacy. This course also examines the Internet remote protocols FTP and Telnet, and explains the functions of newsgroups on the Internet.

CIW Foundations 1D0-410: Objects, Plug-Ins, Viewers and Security **4 hours** **CIWF03**

CIW Foundations 1D0-410: Objects, Plug-Ins, Viewers and Security provides an overview of Internet programming and scripting languages, including C, C++, Java, JavaScript, ActiveX, Jscript and VBScript. It introduces several widely-used browser plug-ins and their functionality, and also provides an overview of security issues regarding the Internet, including cookies, authentication, encryption, firewalls and virus attacks.

CIW Foundations 1D0-410: Search Engines and E-Commerce **4 hours** **CIWF04**

CIW Foundations 1D0-410: Search Engines and E-Commerce provides an overview of different types of Internet search engines and various Internet search techniques, including Boolean operators. This course also defines electronic commerce and explains e-commerce standards, including Electronic Data Interchange, Secure Electronic Transactions and smart cards. In addition, this course covers the fundamentals of project management.

CIW Foundations 1D0-410: Web Page Authoring and HTML Coding **4 hours** **CIWF05**

CIW Foundations 1D0-410: Web Page Authoring and HTML Coding introduces Web page creation using text and GUI HTML editors, and provides an overview of Web page design issues such as the interface, business considerations, and bandwidth. It also examines the origins of HTML and its various flavors, and shows the basics of HTML coding, including common tags and formatting techniques.

CIW Foundations 1D0-410: Graphical Elements, Hyperlinks and Tables **4 hours** **CIWF06**

CIW Foundations 1D0-410: Graphical Elements, Hyperlinks and Tables introduces Web page graphic elements such as horizontal rules, images, colors and font specifications. It examines how to link text and images to other files and sites, and how to create and manipulate tables on a Web page.

CIW Foundations 1D0-410: Forms, Images and Frames **5 hours** **CIWF07**

CIW Foundations 1D0-410: Forms, Images and Frames introduces HTML form elements such as text boxes, radio buttons, check boxes, etc. It examines how to create client-side image maps and link them to URLs, and discusses graphics issues such as transparency, interlacing and animation. It also shows how to create frames in a Web site to further enhance the user's experience.

CIW Foundations 1D0-410: HTML Editors and Extensions **4 hours** **CIWF08**

CIW Foundations 1D0-410: HTML Editors and Extensions examines how to use a GUI HTML editor to create Web pages. It also examines how to extend the capabilities of HTML by using Cascading Style Sheets, the Document Object Model, XHTML and XML.

CIW Foundations 1D0-410: Networking, Protocols, LANs and WANs **5 hours** **CIWF09**

CIW Foundations 1D0-410: Networking, Protocols, LANs and WANs provides an overview of basic networking concepts such as the client/server model, types of networks, network topologies, and major network operating systems. It examines networking protocols and the OSI Reference Model, and discusses LANs and WANs, communication devices, and transmission types and media used in networking.

CIW Foundations 1D0-410: TCP/IP, Internet Addressing and Servers 7 hours CIWF10

CIW Foundations 1D0-410: TCP/IP, Internet Addressing and Servers examines the four layers of the Internet architecture model, and defines common Internet protocols and their functions. It introduces key concepts of IP addresses and subnet masks, and provides an overview of TCP/IP diagnostic tools. It also examines the major types of internetworking servers and how they function on TCP/IP networks.

CIW Foundations 1D0-410: Scripting, Connectivity and Security 5 hours CIWF11

CIW Foundations 1D0-410: Scripting, Connectivity and Security examines server-side scripting and how it extends Web server functionality, including database connectivity. It also examines the issue of network security, and how to identify and protect against security threats using tools such as encryption, authentication, and firewalls.

CIW Foundations 1D0-410: Practice Exam for Internet Fundamentals 1 hours CIWF12

CIW Foundations 1D0-410: Practice Exam for Internet Fundamentals provides practice exam questions for the Internet Fundamentals topic of the CIW Foundations 1D0-410 certification exam.

CIW Foundations 1D0-410: Practice Exam for Web Page Authoring Fundamentals 1 hours CIWF13

CIW Foundations 1D0-410: Practice Exam for Web Page Authoring Fundamentals provides practice exam questions for the Web Page Authoring Fundamentals topic of the CIW Foundations 1D0-410 certification exam.

CIW Foundations 1D0-410: Practice Exam for Networking Fundamentals 1 hours CIWF14

CIW Foundations 1D0-410: Practice Exam for Networking Fundamentals provides practice exam questions for the Networking Fundamentals topic of the CIW Foundations 1D0-410 certification exam.

CIW Security 1D0-470 Series

Total Time: 16 hours

CIW Security 1D0-470: Security Fundamentals

5 hours

CIWS01

CIW Security 1D0-470: Security Fundamentals covers basic security concepts and principles. It introduces the major elements that go into a security implementation, including encryption, authentication, access control lists, execution control lists, and auditing.

CIW Security 1D0-470: Attack Types and Encryption

4 hours

CIWS02

CIW Security 1D0-470: Attack Types and Encryption provides a detailed introduction to the encryption process for e-mail and other Internet applications, including the interaction of symmetric, asymmetric (public key), and hash encryption, SSL, and S-HTTP. It also provides an introduction to security attacks and how they can be prevented.

CIW Security 1D0-470: Protocol Layers and Security

3 hours

CIWS03

CIW Security 1D0-470: Protocol Layers and Security covers the basic models used to conceptualize network communications, including the TCP/IP and OSI reference models. It provides information on the protocols used at each layer of the model and how hackers commonly exploit network protocols. It also explains how to perform security testing on existing and new systems.

CIW Security 1D0-470: Firewalls

4 hours

CIWS04

CIW Security 1D0-470: Firewalls introduces users to firewall and VPN design. Basic firewall concepts are covered including bastion hosts, packet filters, screening routers, and proxies.

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

Flash MX Series

Total Time: 18 hours

Flash MX: Flash Overview

5 hours

FLMX01

Flash MX: Flash Overview introduces what is new in Flash MX, explains what Flash does as a media animation tool, and shows how to use its drawing tools.

Flash MX: Animation

4 hours

FLMX02

Flash MX: Animation shows how to orchestrate the dynamic elements of objects in Flash, including tweening and using various frames.

Flash MX: Text and Forms

3 hours

FLMX03

Flash MX: Text and Forms shows how to transform text into graphics and animated objects.

Flash MX: Coordinated Animations

3 hours

FLMX04

Flash MX: Coordinated Animations shows how to develop rich animations by integrating layers, scenes, and timelines.

Flash MX: Sound and Music

3 hours

FLMX05

Flash MX: Sound and Music shows how to use sound and music along with animation to create a movie.

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
- Starting a New Web Site
- Creating a New Web Page
- 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
- Creating Links
- Formatting Text
- Building Links to Objects
- Formatting Paragraphs and Lists

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
- Selecting Background, Colours & Borders
- Picture Alignment and Links
- 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
- Creating Forms
- Hover Buttons, Hit Counters, & Marquees
- 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

<p>Java 1.2: Writing Java Programs 4 hours JVVC01</p> <p><i>Java 1.2: Writing Java Programs provides an introduction to using the Java programming language.</i></p> <ul style="list-style-type: none">• Becoming a Programmer• Writing Your First Program• Understanding How Java Programs Work
<p>Java 1.2: Java Programming Basics 4 hours JVVC02</p> <p><i>Java 1.2: Java Programming Basics provides an introduction to the basics of programming in Java.</i></p> <ul style="list-style-type: none">• Storing Information in a Program• Using Variables and Expressions• Using Strings to Communicate• Using Conditionals to Make Decisions• Repeating an Action with Loops
<p>Java 1.2: Using Objects and Arrays 4 hours JVVC03</p> <p><i>Java 1.2: Using Objects and Arrays explains how to create and manage arrays and objects.</i></p> <ul style="list-style-type: none">• Storing Information with Arrays• Creating Your First Object• Describing What Your Object Is Like• Inheriting Methods from Other Classes• Inheriting Methods from Other Classes
<p>Java 1.2: Creating Java Applets 4 hours JVVC04</p> <p><i>Java 1.2: Creating Java Applets explains Java applets and how to set up and manage them.</i></p> <ul style="list-style-type: none">• Learning How Applets Work• Creating a Threaded Applet• Sending Parameters to Applets• Using Fonts and Colour in Applets
<p>Java 1.2: Graphics and User Events 4 hours JVVC05</p> <p><i>Java 1.2: Graphics and User Events shows how to create graphics, animations, and user interfaces with Java.</i></p> <ul style="list-style-type: none">• Working with Graphics• Creating Animation• Building a Simple User Interface• Using Layout Managers
<p>Java 1.2: Putting Your Skills to Work 4 hours JVVC06</p> <p><i>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.</i></p> <ul style="list-style-type: none">• 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 Enterprise Design Series

Total Time: 44 hours

Java 2 Enterprise Design: Enterprise Foundations

4 hours

J51301

Java 2 Enterprise Design: Enterprise Foundations provides an overview of enterprise components and how to develop enterprise applications using the Java 2 Platform, Enterprise Edition (J2EE).

Java 2 Enterprise Design: Modeling Components with JavaBeans

3 hours

J51302

Java 2 Enterprise Design: Modeling Components with JavaBeans provides an introduction to the JavaBean component model.

Java 2 Enterprise Design: Enterprise Data and JDBC

4 hours

J51303

Java 2 Enterprise Design: Enterprise Data and JDBC explains the concepts involved in enterprise databases and how JDBC is used to connect to DBMSs from Java applications.

Java 2 Enterprise Design: Network and Web Communications

3 hours

J51304

Java 2 Enterprise Design: Network and Web Communications provides an overview of distributed systems and the general problems that affect distributed systems. The course describes network computing and the concepts for building client/server applications in Java. It also explains how Web communications are handled in Java.

Java 2 Enterprise Design: CORBA, RMI, and DCOM Communications

3 hours

J51305

Java 2 Enterprise Design: CORBA, RMI, and DCOM Communications provides an overview of how CORBA, RMI, and DCOM communications are handled in Java.

Java 2 Enterprise Design: Naming, Directory, Trading, and Activation Services **4 hours** **J51306**

Java 2 Enterprise Design: Naming, Directory, Trading, and Activation Services provides an overview of the concepts behind accessing naming services in Java-based enterprise systems. It also describes the concepts behind and application of directory, trading, and activation services.

Java 2 Enterprise Design: Messaging and Transaction Services **4 hours** **J51307**

Java 2 Enterprise Design: Messaging and Transaction Services explains how to use messaging and transaction services when designing enterprise systems.

Java 2 Enterprise Design: Systems Assurance and Security **3 hours** **J51308**

Java 2 Enterprise Design: Systems Assurance and Security provides an overview of the concept of assurance and some general approaches to providing assurance. It also describes the basic concepts behind security for enterprise applications.

Java 2 Enterprise Design: Java's Security Features **3 hours** **J51309**

Java 2 Enterprise Design: Java's Security Features provides an overview of specific Java 2 security features.

Java 2 Enterprise Design: Enterprise Web Enabling **3 hours** **J51310**

Java 2 Enterprise Design: Enterprise Web Enabling provides an overview of Web browsers and servers and explains several forms of Web enabling. It also explains the differences between J2EE-based Web programming techniques and traditional Web programming techniques. It concludes with a discussion of XML and its integration with Java.

Java 2 Enterprise Design: Java Servlets**3 hours****J51311**

Java 2 Enterprise Design: Java Servlets describes how to build Web-enabled enterprise systems using Java Servlets inside J2EE Web container environments.

Java 2 Enterprise Design: JavaServer Pages**2 hours****J51312**

Java 2 Enterprise Design: JavaServer Pages explains how to use JavaServer Pages to provide a way to Web-enable an enterprise via a programming paradigm more familiar to Web programmers.

Java 2 Enterprise Design: Enterprise Applications and Enterprise JavaBeans**2 hours****J51313**

Java 2 Enterprise Design: Enterprise Applications and Enterprise JavaBeans describes how services can be provided by enterprise application platforms to make developing enterprise applications an easier task. It also explains how EJB application servers help application-enable an enterprise.

Java 2 Enterprise Design: Advanced Enterprise JavaBeans and Application Integration**3 hours****J51314**

Java 2 Enterprise Design: Advanced Enterprise JavaBeans and Application Integration provides an introduction to the various Java enterprise technologies from within the context of J2EE EJBs. It also provides an overview of the problems and solutions with Enterprise Application Integration.

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

Java 2 Programmer Certification 310-025: The java.lang Package **3 hours** **J25305**

Java 2 Programmer Certification 310-025: The java.lang Package describes the classes and interfaces of the java.lang package.

- The Most Important Classes
- Wrapped Classes and Math Functions
- String and StringBuffer Classes
- Additional java.lang Classes

Java 2 Programmer Certification 310-025: The java.util Package **3 hours** **J25306**

Java 2 Programmer Certification 310-025: The java.util Package describes the classes and interfaces of java.util package.

- Pre-JDK 1.2 API Classes and Interfaces
- JDK 1.2 Collections API
- Date and Calendar Classes
- Additional java.util Classes

Java 2 Programmer Certification 310-025: GUI Components and Containers of the java.awt Package **2 hours** **J25307**

Java 2 Programmer Certification 310-025: GUI Components and Containers of the java.awt Package describes the GUI components and containers of java.awt and explains how the AWT classes and interfaces are used to develop a Java-based GUI.

- GUI Components
- GUI Containers
- Menus

Java 2 Programmer Certification 310-025: Layouts and Event Handlers of the java.awt Package **2 hours** **J25308**

Java 2 Programmer Certification 310-025: Layouts and Event Handlers of the java.awt Package explains how the classes and interfaces of java.awt are used to organize the display of GUI components and how event-handling classes and interfaces are used.

- Layout Managers
- Events
- Using Event Delegation

Java 2 Programmer Certification 310-025: Graphic and Image Elements of the java.awt Package **2 hours** **J25309**

Java 2 Programmer Certification 310-025: Graphic and Image Elements of the java.awt Package explains how to display bitmapped images, draw geometric shapes, and control the way text is displayed.

- Graphics
- Working with Graphics
- Text
- Images

Java 2 Programmer Certification 310-025: The java.io Package **4 hours** **J25310**

Java 2 Programmer Certification 310-025: The java.io Package explains how to perform sophisticated input and output using standard I/O, memory buffers, and files.

- Class Hierarchy and Interfaces
- Byte Data Sink Streams
- Byte Processing Streams
- Character Data Sink Streams
- Character Processing Streams

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
- Colours and Screen Sizes
- Displaying in Multiple Browsers

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
- Scanning Images
- Trimming Size and Keeping Quality

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