Course Number and Name
BCS2L1 - INTERNET PRACTICES LABORATORY

Credits and Contact Hours
1 & 45

Course Coordinator’s Name
Ms Jeevitha

Course Description
- To impart a sound knowledge on the principles of computers involving the different application oriented topics required for all engineering branches.
- Graduates will demonstrate the ability to apply knowledge of mathematics to develop and analyze computing systems.
- Graduates will have a solid understanding of the theory and concepts underlying computer science.

Prerequisites
Fundamentals of Computing and Programming, Computer practice laboratory

Co-requisites
Internet Programming

Required, elective, or Selected elective (as per Table 5-1)

Course Outcomes (COs)
CO1: To enable the student to learn the major components of a computer system.
CO2: To know the correct and efficient way of solving problem.
CO3: To identify and implement the correct and efficient way of solving problem.
CO4: To learn to use office automation tools.
CO5: To infer from use office automation tools.
CO6: To learn and write program in “C”.

Student Outcomes (SOs) from Criterion 3 covered by this Course

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List of Topics Covered

LIST OF EXPERIMENTS

1. HTML (Hypertext Mark-up Language):
   Basics of HTML.
   How to create HTML Document
   Steps for creating a simple HTML Program.
   a) Favorite Personality b) Resume Preparation
2. Advanced HTML: Advanced Topics of HTML
   a) Time Table
b) Table Creation

3. JavaScript:
   Script Basics.
   Incorporating JavaScript into Web page.
   a) Star Triangle
   b) Temperature Converters

4. VBScript:
   VBScript Basics.
   Incorporating VBScript into HTML.
   a) Changing Background Color
   b) Simple Calculator

5. Web Design:
   Inserting External Media in the Web Page.
   a) Forms and Links
   b) Frames with Links and Lists

To export a Dream weaver Document as XML File, checking entries, working in frames, windows control, the java script URL.