

## WEB DEVELOPMENT SERIES



The **Web Development Series** is a wide range of online Web Site Design Courses covering varying Web Design programming and Software packages.

When you sign up for the Series you receive access to all of the courses listed below for only £300.00 for a one year Period. However, if you only want to study 1 course on the list then you can that course individually for £75.00.

Some of courses listed can lead to a industry recognised examination. Any courses which correspond to an examination will also have the appropriate exam number listed, e.g. Cisco BCMSN (640-811) Course.

### How do the courses work?

Shortly after you have signed up for the Series, we will email you with your start up information and your username and password.

If you then need to do is then go to the Course Log-In page and enter your information and you will get instant access to this wide range of exciting, engaging and successful e-learning courses. You then have one year to access the course materials online, so when you want to study, just Log in and off you go...

You can get a **Free Trial** of selected online lessons. Visit our [www.distance-learning-centre.co.uk](http://www.distance-learning-centre.co.uk) Website for further information.

### System Requirements:

All you need to complete these courses is an Internet Ready PC and Microsoft Internet Explorer. You are required to install Macromedia Authorware Player on accessing the course.

### Online Course Features:

- Flash-based instructional demonstrations applying course concepts.
- Instructional audio with graphics highlighting key points.
- Exercises allow learners to practice in the actual application being studied.
- Supplied sample files include sample documents, application files, programs, and programming code that enable learners to practice with these files, enhancing the learning experience.
- A Course Topics list contains active hyperlinks, permitting quick access to specific topics.
- Find-A-Word allows learners to look up an unfamiliar term in the Glossary, on the Web, or in a dictionary. In addition, it lets them find other occurrences of the term in the same course.
- Search text enables learners to rapidly search all text within a course to easily retrieve information required.
- Courses challenge the learner with a variety of question formats, including multi-step simulations, true/false, multiple choice, and fill-in-the-blank.
- Bookmarking tracks the learner's progress in a course.

**Price:**  
£300.00

**Instalment Options:**  
You can spread the payments for this course over 4 monthly payments. 1 initial payment of £150.00, followed by 3 monthly payments of £50.00.

**Course Format:**  
Online Courses

**Assessment:**  
Non-Assessed Exercises

**Approximate Study Time:**  
1340 Hours of Self Study

When you sign up for this series, you will get access to the following online courses for a one-year period:

## ➤ AJAX COURSE

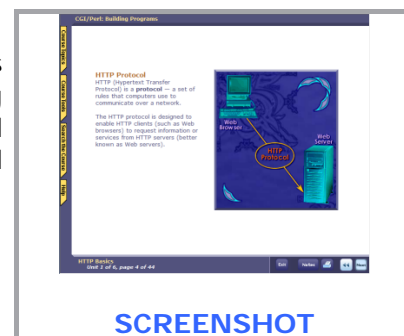
Asynchronous JavaScript and XML is one of the most popular current programming techniques used in web application development. Use this Course to learn how to build interactive, exciting, fast apps for your web site programming.

**The course covers the following Lessons:** History and Revival of AJAX; Introducing JavaScript; The XMLHttpRequest Object; N-Tier and AJAX; Rich Internet Applications; CSS and the DOM; AJAX Frameworks; Understanding an AJAX Library; AJAX and Web Services; Tagging with AJAX; Cloning Google Suggest; User Controls and AJAX.NET; AJAX and Mapping; AJAX and Web Parts; AJAX and ASP.NET Security; Performance; Debugging Your Application; AJAX and Site Testing; AJAX Usability; and Atlas.

## ➤ CGI/PERL COURSE

This course 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.

**The course covers the following lessons:** Getting Familiar with Forms; Building Programs; Web Applications; and Interacting with Databases.



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## ➤ CIW FOUNDATIONS 1D0-510 COURSE

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

**The course covers the following lessons:** IT Job Roles; Internet Access Infrastructure; Web Browsers; Electronic Mail; Networking and Internet Services; Communicating with Internet Technology; Web Browser Customisations; Internet Client Security Issues; Web Search Engines; PIM's, File Transmissions and usage issues; Project Management Concepts; Database Concepts; Web Page Creation; HTML and Graphics; Web Page Design & Colour; HTML User-Input Forms; HTML Frames; XML and Server-Side Programming Languages; Web Site Navigation and Accessibility; Cascading Style Sheets; Extensible Hypertext Markup Language (XHTML); Web Technologies; GUI HTML-Editing Software; Web Site Performance Issues; Web Site Planning; Web Site Development and Maintenance; Oral Web Site Presentations; E-Commerce Technologies; Database Connectivity; Service Providers; End-User Experience / Site Creativity; Copyright and Ethical Issues; Basic Data Communications; Networking Hardware; IP Addresses; Internet Servers; Client Performance Issues; Network-Aware System Maintenance; Network-Based Client Operating Systems; and Wireless Networks.

## ➤ CIW SECURITY 1D0-470 COURSE

This course 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.

**The course covers the following Lessons:** Security Fundamentals; Attack Types and Encryption; Protocol Layers and Security; Firewalls; Operating System Security; Assessing and Reducing Risk; Security Auditing; Auditing and the Control Phase; Attack Detection and Response; and Auditing and Log Analysis.

## ➤ COLDFUSION MX COURSE

This course 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.

**The course covers the following Lessons:** Introduction and Installation; Talking With the Database; Displaying Data; Programming and Application Framework; Custom Tags and Building Blocks; Using E-mail, Complex Data Types, and FTP; Securing, Debugging, and Improving Application Performance; Using Flash, Java, and XML; Integration and Understanding Fusebox and FLIP; and Functions, Tags, & Resources.

## ➤ DREAMWEAVER CS4 COURSE

Adobe Dreamweaver CS4 lets coding and design professionals create and edit Web content in a visual layout or a coding environment. With Dreamweaver CS4, you can produce exciting, dynamic Web site designs that employ the most modern layouts and features to attract and keep Web users.

**The course covers the following Lessons:** Getting Started with Dreamweaver CS4; Setting up a New Site; and Adding Text & Images.

## ➤ DREAMWEAVER 8 COURSE

Dreamweaver is a popular and powerful tool to build rich, professional Web sites and Web applications. This course introduces the new features found in Dreamweaver 8.

**The course covers the following Lessons:** New Design Tools; and New Application Development Features.

## ➤ DREAMWEAVER MX COURSE

This course 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 course 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.



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**The course covers the following Lessons:** Introduction; Setting up a Web Site; Designing the Site; Adding Graphics; Lesson 5 – Tables; Frames; Styles & CSS; Dynamic HTML; Advanced DHTML; Multimedia Integration; Dynamic Web Sites; and Forms and Interactivity.

## ➤ DREAMWEAVER MX 2004 COURSE

This Course 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 Course covers advanced topics such as tables and frames, DHTML, behaviours, and forms. Finally the Course explains how to upload projects and work with templates.

**The course covers the following Lessons:** Interface & Web Page Creation Basics; Project Planning, Link Creation & HTML Editing; Images, Image Maps & Assets; Tables, Frames & Framesets; Dynamic HTML; Advanced Behaviours & Forms; and Uploading Projects & Working with Templates.

## ➤ DYNAMIC HTML COURSE

This Course 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.

**The course covers the following Lessons:** DHTML and Style Sheets; Using JavaScript; Objects and Events; Styles and Content; and Data from Other Sources.

## ➤ FLASH CS4 COURSE

Adobe Flash CS4 Professional is the leading software application for creating and delivering interaction. The advanced authoring environment of Flash CS4 provides a faster approach to animation. Flash CS4 lets you develop rich, stimulating, and informative content for digital, Web, and mobile platforms.

**The course covers the following Lessons:** Getting Started with Flash CS4; Using the Drawing Tool; and Working with Colors.

## ➤ FLASH 8 COURSE

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

**The course covers the following Lessons:** What's New to Flash Basic; and What's New to Flash Advanced.

## ➤ FLASH MX COURSE

This Course provides a practical guide for using Macromedia Flash MX to create animations and interactive Web sites. The Flash MX Course 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 course is devoted to the incorporation of sound and music into Flash movies. Each topic covered includes tips and techniques for maximizing the effectiveness of Flash MX when viewed on the Web.

**The course covers the following Lessons:** Flash Overview; Animation; Text and Forms; Coordinated Animations; and Sound and Music.

## ➤ FLASH MX 2004 COURSE

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.

**The course covers the following Lessons:** Using the Interface & Importing the Graphics; Drawing, Painting & Using the Library; Creating Animations; Using Shape Tween & Timeline effects; Using Sound & Layers; Adding Symbols & Buttons; and ActionScript, Behaviours & Publishing.

## ➤ FLASH MX ACTIONSCRIPTS COURSE

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

**The course covers the following Lessons:** Getting Started; Directing & Managing Movies; Using Variables, Properties & Functions; Creating Objects & Interactive Elements; Working with Text, Buttons & Menus; Statements, Expressions & Testing; Adding Advanced Features; and Finishing Touches.

## ➤ FLASH MX 2004 ACTIONSCRIPTS 2.0 COURSE

The Flash MX 2004 ActionScript 2.0 course 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.

**The course covers the following Lessons:** Object-Orientated Programming; Properties & Methods; Implementing Inheritance and Interfaces; Inter-Object Communications; and Building User Interface Components.

## ➤ FRONTPAGE 2000 COURSE

This course provides an overview of using FrontPage 2000 to create Web sites. It discusses navigation, page and site creation, and publishing to the Web. It also examines working with images, formatting text, tables and lists, and creating 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.

**The course covers the following Lessons:** Creating Web Sites; Building Pages; Working with Images; and Adding Spark to Your Site.



## ➤ GUI DESIGN COURSE

This course 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 course concludes with a discussion of effective interface design, including the principles of organisation, efficiency, and communication.

**The course covers the following Lessons:** Planning an Interface; Developing an Interface; and Designing Screen Elements.

## ➤ INTERNET MARKETING SERIES

There are well over 100 million web sites on the Internet. How can you make yours stand out among such a huge crowd? How can your site attract the notice of your audience and of the search engines that your audience will use? This series will put powerful, simple tools in your hands to give your web site its own voice and to carve out its place on the Internet.

**The course covers the following Lessons:** The New Rules of Marketing; Building a New Rules Marketing Strategy; Developing a Content-Rich Web Site; and Online Marketing Tactics.

## ➤ JAVA 1.2 COURSE

This course 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 course concludes with the opportunity to apply the skills learned in a sample application.

**The course covers the following Lessons:** Writing Java Programs; Java Programming Basics; Using Objects and Arrays; Creating Java Applets; Graphics and User Events; and Putting Your Skills to Work.

## ➤ **JAVA 2 PROGRAMMER CERTIFICATION 310-055 COURSE**

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 course will cover all of the knowledge needed for the 310-055 test to become a Sun Certified Programmer for Java 2 Platform 5.0.

**The course covers the following Lessons:** Fundamentals; Introducing Data Types & Operators; Program Control Statements; Classes, Objects & Methods; More Data Types & Operators; More Methods & Classes; Inheritance; and Packages & Interfaces.

## ➤ **JAVA 2 5.0 PROGRAMMING COURSE**

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 course will cover all of the knowledge needed for the 310-055 test to become a Sun Certified Programmer for Java 2 Platform 5.0.

**The course covers the following Lessons:** Fundamentals; Introducing Data Types & Operators; Program Control Statements; Classes, Objects & Methods; More Data Types & Operators; More Methods & Classes; Inheritance; and Packages & Interfaces.

## ➤ **JAVA 2 ENTERPRISE DESIGN COURSE**

This course 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.

**The course covers the following Lessons:** Enterprise Foundations; Modelling Components with JavaBeans; Enterprise Data and JDBC; Network and Web Communications; CORBA, RMI, and DCOM Communications; Naming, Directory, Trading, and Activation Services; Messaging and Transaction Services; Systems Assurance and Security; Java's Security Features; Enterprise Web Enabling; Java Servlets; JavaServer Pages; Enterprise Applications and Enterprise JavaBeans; and Advanced Enterprise JavaBeans and Application Integration.

## ➤ **JAVA 2 PROGRAMMER CERTIFICATION 310-035 COURSE**

This course 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.

**The course covers the following Lessons:** Java and Object-Oriented Fundamentals; Declarations, Flow Control, and Exception Handling; Classes, Interfaces, Methods, and Garbage Collection; Threads; The java.lang Package; The java.util Package; GUI Components and Containers of the java.awt Package; Layouts and Event Handlers of the java.awt Package; Graphic and Image Elements of the java.awt Package; and The java.io Package.

## ➤ JAVA WEB SERVICES COURSE

The Java Web Services course teaches how to create interactive Web-based services using Java. It also describes the creation of dynamic and interactive Web-based services.

**The course covers the following Lessons:** The Web Services Architecture; Creating and Hosting Web Services; Java and Web Services; The Simple Object Access Protocol (SOAP); The Java APIs for SOAP Messaging (SAAJ); Java API for XML Messaging (JAXM); Web Services Description Language (WSDL); The Java API for XML-Based RPC (JAX-RPC); Generating Web Services from Java Code; Generating Java Web Services from WSDL; Best Practices and Techniques; EJB, JSP, and Web Services; Service Lifecycle and Message Handlers; SOAP Attachments; and Securing Web Services.

## ➤ JAVASCRIPT COURSE

This course provides an overview of the ways JavaScript can be used for adding interactivity to Web content. In addition, frames, cookies, objects, text strings, and a brief history are explained.

**The course covers the following Lessons:** Starting Using JavaScript; Using JavaScript for Interactivity; and Using Advanced JavaScript.

## ➤ PHOTOSHOP COURSE

This course 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 course 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.

**The course covers the following Lessons:** Managing Graphics Files; Colours, Brushes, and Printing; Selecting and Retouching; Text, Fills, and Actions; Using Layers and Plug-Ins; and Manipulating Images.

## ➤ PHOTOSHOP 7 COURSE

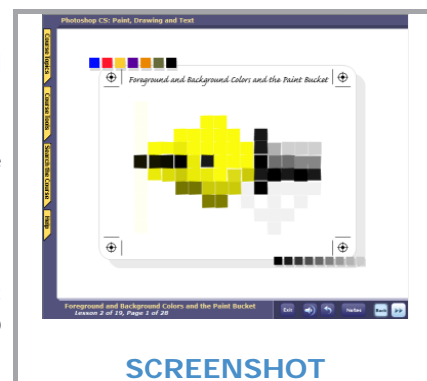
This course is designed for beginning and intermediate Photoshop users. This course teaches users about image editing, what's new in version 7, the Photoshop interface, pixels, saving and printing, using the tools, making and modifying selections, layers, creating text effects, filters, colour correction,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

**The course covers the following Lessons:** The Application and Its Elements; Opening and Navigating Images; Pixels, Image Sizes, and Color; Saving and Printing; The Paint Tools; Modifying Images; Cleaning Images and Undoing; Making Selections; Modifying Selections and Color Filling; Layers; Adding Type; Filters and Color Correction; and Web Graphics for the Web.

## ➤ PHOTOSHOP CS COURSE

This course 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.

**The course covers the following Lessons:** Getting Started; Navigation & Layers; Selection & Colour; Paint, Drawing & Text; Layer Styles & Filters; Adjustment Layers, Tools & Layer Masks; and Image Output & Web Design.



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## ➤ PHOTOSHOP CS4 COURSE

Adobe Photoshop CS4 is the leading digital image editing software. The Photoshop CS4 interface lets you work intuitively to design and manipulate images for print layouts, web publishing, multimedia, video, and photography. Photoshop CS4 is the perfect tool for establishing a workflow that can help you express creativity in visual form.

**The course covers the following Lessons:** Getting Started with Photoshop CS4; Exploring the Workspace; and Using Adobe Bridge.

## ➤ PHP & MYSQL COURSE

This course 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.

**The course covers the following Lessons:** Installing Required Software; PHP Basics; Programming with PHP; Creating Dynamic Websites; SQL & MySQL; Advanced SQL & MySQL; Error Handling & Debugging; and Using PHP with MySQL.

## ➤ RUNNING AN ONLINE BUSINESS

This course examines topics related to creating an e-business. After providing an introduction to e-commerce, the course examines how to start an e-business, establishing a business presence, and creating critical applications. Also covered are the legal ramifications of e-commerce, transaction processing and data mining, managing costs, and the logistics of providing customer service and payment processing. Other topics covered include building a strategy to market and advertise your e-business, resource planning, and ongoing business management.

**The course covers the following Lessons:** Your E-Business; Getting Started; Influences on Internet Marketing; Killer Apps; Developing Your E-Business; Real-Time and Data Mining; Lowering Your Business Costs; Customer Service and Payment; Marketing Your E-Business; Advertising on the Internet; Building Marketing Strategy; Resource Planning; and Managing Your E-Business.

## ➤ VISUAL C# COURSE

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

**The course covers the following Lessons:** .NET What You Need to Know; First C# Programs; Data Types in C#; Operators and Expressions; Control Structures and Arrays; Object-Oriented Programming; Classes; More About Types; Methods, Properties and Operators; Characters and Strings; Arrays and Indexers; Inheritance; Virtual Methods and Polymorphism; Formatting and Conversion; Exceptions; Interfaces; Interfaces and Collections; Delegates and Events; and Introduction to Windows Forms.

## ➤ VISUAL INTERDEV 6 COURSE

This course 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 course 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 course provides information on testing a debugging a Visual InterDev program, site management strategies, and effective site layout and design.

**The course covers the following Lessons:** Learning the Basics; Using HTML; Dynamic Content; Objects and Databases; Database Interaction; Active Server Pages; Controls and Scripts; Testing and Debugging; and Management and Design.

## ➤ **WEB DESIGN & GRAPHICS COURSE**

This course 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 course 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.

**The course covers the following Lessons:** Introduction to Design; Making Your Site Fast and Viewable; Building Your Site with Images; Building Your Site with Formatting; and Using Other Tools.

## ➤ **WEB PUBLISHING & DESIGN WITH HTML 4.01 & XHTML COURSE**

The Web Publishing and Design with HTML 4.01 and XHTML course 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.

**The course covers the following Lessons:** Getting Organised; Basics of HTML and XHTML; HTML, XHTML and Cascading Style Sheets (CSS); Advanced Cascading Style Sheets (CSS), Forms, and DHTML; and Adding Interactivity and Multimedia with HTML and XHTML.

## ➤ **WEBSHERE 7.0 WITH RATIONAL APPLICATION DEVELOPER COURSE**

The WebSphere Rational Application Developer (WRAD) course 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.

**The course covers the following Lessons:** Introduction to Rational Application Developer; Programming Technologies Overview; Environment Setup and Preferences; Projects; Rational Unified Process (RUP) and Unified Modelling Language (UML); Developing Java Applications; Developing Database Applications; Developing Graphical User Interface (GUI) Applications; Developing XML Applications; Developing JSP/Servlet-based Web Applications; Developing Struts-Based Web Applications; Developing Java Server Faces (JSF)-based Web Applications; Enterprise Generation Language (EGL)-based Web Applications; Developing Enterprise Java Beans (EJB)-Based Web Applications; Developing Java 2, Enterprise Edition (J2EE)-Based Web Applications; Developing Web Services Applications; Servers and Server Configuration; Debug Local and Remote Applications; Enterprise Application Deployment; and Review and Summary.

## ➤ **WEBSHERE STUDIO APPLICATION DEVELOPER & J2EE COURSE**

The WebSphere Studio Application Developer and J2EE course is designed to introduce learners to Web based application development using IBM's WebSphere Studio Application Developer and related J2EE technologies. This course provides a general overview of software development, J2EE, and the WebSphere product line. This course 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 course teaches learners about the Struts framework, layered architecture design principles, and both functional and user testing.

**The course covers the following Lessons:** Overview; User Interface & Servlet Design; Servlet Development; JavaServer Pages Concepts & Development; Struts & XML/XSL Web Interfaces; Controller, Domain & Data Mapping Design; and Unit & Functional Testing.

## ➤ XML COURSE

This course 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 course include a detailed discussion of the Document Object Model, Cascading Style Sheets (CSS), and XSL Style Language.

**The course covers the following Lessons:** Viewing and Understanding XML; Creating a Basic Document; Building DTDs and Checking Documents; Entities; The Document Object Model; and CSS and XSL Style Sheets.

## EXAMINATIONS:

For any of courses which lead to Industry Recognised Qualifications, you must sit the appropriate exams at a registered Prometric or Pearson VUE testing centre.

You can locate testing centres and schedule appointments on their Websites:

**Prometric website – [www.2test.com/](http://www.2test.com/)**

**Pearson VUE - <http://pearsonvue.com/>**