

Part A Introduction		
Program: Degree	Level –IIIrd Year	Session: 2023-24
Course Code	V3- COS-WEBT	
Course Title	Web Designing Techniques	
Course Type	Vocational	
Pre-requisite (if any)	Web Designing in Diploma (II Year)	
Course Learning outcomes (CLO)	<p>After completion of course, students will be able to :</p> <ul style="list-style-type: none"> • Create different types of design formats. • Using different fonts, grids and layouts for Creating Designs in Canva. • Build Single Page Applications using AngularJS • Integrate forms with AngularJS • Organize code using modules and Configuring routes • Define business logic using controllers • Provide new behaviors to HTML using AngularJS directives • Extend AngularJS with custom directives, filters and services • Enhance the UI using animations and Bootstrap 	
Expected Job Role / career opportunities		
Credit Value	2 (Theory) + 2 (Practical) = 04	
Part B- Content of the Course		
Total No. of Lectures + Practical (in hours per week): L-1 Hr / P-1 Lab Hr (=2 Hrs)		
Total No. of Lectures/ Practical: L-30 /P-30 (60 Hrs)		
Module	Topics	No. of lectures (Total 30)
I	<p>Introduction to Canva: Overview of Canva interface and features, Creating an account and setting up a profile, Understanding the different types of design formats.</p> <p>Design Basics: Using different fonts and understanding color combinations, Designing with grids and layouts.</p> <p>Creating Designs: Uploading Images, Using Canva's templates and elements, Creating presentations, posters, and flyers.</p>	4
II	<p>Introduction to AngularJS: Overview of AngularJS and its architecture, Setting up an AngularJS development environment, Creating a basic AngularJS application, AngularJS Expressions and Modules, AngularJS Directives</p> <p>Controllers and Services:</p>	6

	AngularJS Contollers, Creating and using controllers, Understanding the role of services in AngularJS, Creating and using services to share data and functionality	
III	<p>Data Binding and Scope: AngularJS Data Binding, Using data binding to update the view in real-time, AngularJS Scopes, AngularJS Filters & Services, AngularJS Http and Tables</p> <p>Forms and Validations: Creating and validating forms with AngularJS</p>	6
IV	<p>Routing and Navigation: Creating routes and configuring navigation in AngularJS, Using the AngularJS router to navigate between pages, Creating nested routes and using route parameters</p> <p>Advanced Topics: AngularJS API, CSS and Animations, AngularJS Application</p>	6
V	<p>Introduction to Bootstrap: Overview of Bootstrap and its features, Setting up the development environment, Understanding the Bootstrap grid system</p> <p>Layout and Navigation: Creating and using the navbar component, Creating and using the grid system for layout</p> <p>Typography and Tables: Using typography classes to style text, Creating and using tables</p> <p>Forms and Buttons: Creating and using forms, Styling forms with Bootstrap classes, Creating and using buttons and button groups</p>	8

Practical		No. of lectures
<p>CANVA</p> <ol style="list-style-type: none"> 1. Create a new design in Canva for your College Website. 2. Design graphics for social media platforms such as Instagram and Facebook. 3. Upload your own images to use in Canva designs and add text in it? 4. Use different file formats to use when exporting Canva designs? 5. Resize a Canva design for different platforms or print sizes? 6. Use any design templates in Canva that can be used for specific purposes, such as business cards or resumes? 7. Design a Canva image and download finished Canva design to computer or mobile device? <p>AngularJS</p> <ol style="list-style-type: none"> 1. Write a simple program that demonstrates how to create an AngularJS application that displays a list of items. 2. Create a simple example program in AngularJS that demonstrates data binding. 3. Write a program that uses AngularJS to create a simple to-do list. 4. Create a form with input field and apply validation rules such as min/max length using AngularJS. 5. Write a program using AngularJS to create a weather application that fetches the weather 		<p>30</p> <p>(02 Hours each)</p>

data from an API and displays it on screen.

6. Create an application in AngularJS to create an e-commerce shopping cart application.
7. Creating a simple calculator using AngularJS.
8. Write a program in AngularJS for making HTTP request.
9. Using AngularJS, create a blog that displays a list of posts and allows the user to view individual posts.
10. Create a quiz app that allows the user to answer a series of questions and displays their score at the end. You'll need to create a form that allows the user to select their answers.
11. Write a program to build an image gallery using AngularJS.

Bootstrap

1. Write a program to use Bootstrap's grid system to create a responsive layout of a Webpage.
2. Create a responsive navigation bar using Bootstrap.
3. Write a program to use Bootstrap to style HTML forms.
4. Write a program to build an image gallery using Bootstrap's grid system.
5. Using Bootstrap's form components; create a user registration form.

Suggested Web links & Resources :

<https://www.canva.com/learn/how-to-canva-beginners-guide/>

<https://www.canva.com/learn/a-step-by-step-guide-to-designing-from-scratch/>

<https://louisem.com/7700/how-to-use-canva-infographic><https://d31kydh6n6r5j5.cloudfront.net/uploads/sites/158/2020/06/Canva-Userguide.pdf>

<https://www.w3schools.com/angular/default.asp>

<https://www.tutorialspoint.com/angularjs/index.htm>

<https://www.w3schools.com/angular/>

https://www.tutorialspoint.com/angularjs/angularjs_tutorial.pdf

<https://pepa.holla.cz/wp-content/uploads/2015/10/Learning-AngularJS-A-Guide-to-AngularJS-Development.pdf>

<https://www.w3schools.com/bootstrap5/>

<https://www.tutorialspoint.com/bootstrap/>

https://www.tutorialspoint.com/bootstrap/bootstrap_tutorial.pdf

<http://www.cs.toronto.edu/~mashiyat/csc309/Tutorial/6/Bootstrap.pdf>

<https://getbootstrap.com/docs/5.3/getting-started/introduction/>

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