

**_CURRICULUM
FOR
ONE YEAR POST GRADUATE
DIPLOMA COURSE
IN**

**WEB DESIGNING
EFFECTIVE FROM SESSION**

ANNUAL SYSTEM

UNDER DEVELOPMENT

**PREPARED BY
CURRICULUM DEVELOPMENT CELL**

**INSTITUTE OF RESEARCH, DEVELOPMENT &
TRAINING, U. P., KANPUR**

STUDY AND CREDITS/EVALUATION SCHEME
ONE-YEAR POST GRADUATE DIPLOMA COURSE IN
WEB DESIGNING

I YEAR

				SUBJECT	SCHEME OF EXAMINATION									
Periods Per Week					THEORY					PRACTICAL				
Lecture	Tutorial	Lab	Total		EXAMINATION		Sess. Marks	Total Marks	EXAMINATION		Sessional Marks	Total Marks	Grand Total	
					Dur (Hr.)	Marks			Dur	Marks				
3	-	-	3	1.1	Fundamental of information Technology	2.5	50	20	70	-	-	-	-	70
3	-	4	7	1.2	Computer Network & Internet	2.5	50	20	70	3	90	40	130	200
3	-	4	7	1.3	Web Designing Tools	2.5	50	20	70	3	90	40	130	200
3	-	4	7	1.4	Operating System	2.5	50	20	70	3	90	40	130	200
3	-	4	7	1.5	Object Oriented Programming Language	2.5	50	20	70	3	90	40	130	200
3	-	4	7	1.6	Relational Database Management System	2.5	50	20	70	3	90	40	130	200
3	-	4	7	1.7	Web Designing Language	2.5	50	20	70	3	90	40	130	200
-	-	3	3	1.8	Project									
				I.	Project work	-	-	-	-	3	90	40	130	130
				II.	Industrial Training	-	-	-	-	-	30	20	50	50
21	-	27	48	TOTAL		-	350	140	490	-	660	300	960	1450
													Games/NCC/Social & Cultural Activities+Discipline(30+20)	50
													Grand Total	1500

1. Each session will be of 32 weeks
2. Effective teaching will be at least 25 weeks
3. Remaining periods will be utilized for revision etc.
4. Each period will be of 50 Minute duration
5. Two week industrial training to be organized at the end of session. The student will submit a report
This will be evaluated at the institute level for 20 marks and 30 marks by project examiner for viva And report presented by the student.

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MAIN FEATURES OF THE CURRICULUM

1. Title of the course	Post Graduate Diploma in "Web Designing"
2. Duration	One Year
3.Type of course	Full Time Institutional
4. Pattern of Course	Annual System
5. Intake	60
6. Entry Qualification	Graduation
7. Admission Criteria	Through Joint Entrance Examination

List of Experts

List of experts who contributed the development of curriculum of One Year Post Graduate Diploma Course In Web Designing held on 16.9.08, 11.11.08, 04.12.08 & 27.01.09 at I. R. D. T., Kanpur

1. Dr. Raghuraj Singh Professor & Head, Computer Science,
H.B.T.I., Kanpur
2. Smt. Anita Yadav Asst. Professor, Computer Science
H.B.T.I., Kanpur
3. Sri Alok Tiwari Technical Director, NIC, Kanpur
4. Sri Ashraf Ali HOD, Computer Engg., G.G.P., Lucknow
5. Sri L. S. Yadav HOD, Computer Engg., G. P., Kanpur
6. Sri Ashok Kushwaha HOD, Computer Engg., G.P., Lucknow
7. Sri M. D. Singh System Manager, H.B.T.I., Kanpur
8. Dr. Deepak Verma Sr. Lecturer, Computer Science,
C.S.J.M. University, Kanpur
9. Sri A. K. Verma Lecturer, Computer Engg.
H.B.T.I., Kanpur
10. Sri Kamlesh Tiwari Lect., Computer Engg., G.P., Kanpur
11. Km. Shikhi Shukla System Engineer,
U.P.T.E.C., Mall Road, Kanpur
12. Sri U. S. Yadav T. B. O., I.R.D.T., Kanpur

Need Analysis

With the development of civilisation, human needs to keep on increasing their fulfilment needed simulation, analysis of lot of informations too became essential. Now the individual responsibilities of every responsible citizen grew up to such a light that it is difficult for him to handle them perfectly and successfully. Human memory too has its own limitations. So here comes the computer to help in all kind of decision making, whether it is highly complicated research work, war strategy, market speculations, developing web site for getting information related to that department or day-to-day need of human life etc. As a matter of fact every individual activity needs decision making. So the web designer i.e computer and Internet is the need of organisations and also the need of individual being. It will not be exaggeration if we say that it is "Web Designing era". So is the need for developing a course for "Web Designing " at Post Graduate diploma level. It is supposed that such personnel will not face any dearth of employment because of omnipresent nature of computer.

The syllabus for Post Graduate diploma in" Web Designing" has been developed to meet above mentioned aims. Obviously achievement of any aim requires knowledge of the means and procedures of their utilisation. With this view various courses have been carefully selected and their length and depth decided by experienced experts in the field.

JOB POTENTIAL/JOB OPPORTUNITIES

Most of the industries of computer area are in private sector. The students who will get the training of web designing course will be able to develop web sites of Government organization, Semi Government organization, Public Sector and Private Sectors. Since now a days each and every department has the requirement of their web site of the department. Therefore other persons could be easily get the information related to the department. A web designer will design web site of every department and that site could be published on internet, after hosting the web on net any net user can easily understand and find the information related to the department. Time by time departmental information should be updated and this type of task could be done by a web site developer. Post Graduate diploma holder can be placed in Government sector, Under taking, Private sector or NGO's as Web Designer, Web Developer in different organization.

I Year

1.1 FUNDAMENTALS OF INFORMATION TECHNOLOGY

L T P
3 - -

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Introduction of Information Technology	16	-	-
2.	Components of Information Technology	14	-	-
3.	Data Representation	16	-	-
4.	Memory Organization	14	-	-
5.	Emerging Trends on IT	15	-	-
	Total	75	-	

Detailed Content

1. **INTRODUCTION OF INFORMATION TECHNOLOGY :**

Definition of data and information, difference between data and information's need for information, qualities of information, value of information, categories of information level of information, use of information technology in office automation, Computers and its types of PC e.g. Desk Top, Lap Top, Note Book, Palm Top.

2. **COMPONENTS OF INFORMATION TECHNOLOGY :**

Hardware components and its functioning- input unit, control processing unit, output unit. Types of input units and output units, computer software, Types of software, system software, Application software.

3. **DATA REPRESENTATION :**

Number System, Conversion from decimal to binary, conversion from binary to decimal, hexadecimal and octa-decimal no., Binary arithmetic-Addition, Substraction, Multiplication, Division, 1's complement, 2's complement, signed magnitude representation of data. System memory addressing and its importance, ASCII and EBCDIC coding system.

4. **MEMORY ORGANIZATION :**

Memory system of PC, Primary memory, RAM, ROM, Secondary memory, Types of secondary storage, Access mechanism of storage devices. High Speed memory – Cache Memory Hierarchy.

5. **EMERGING TRENDS IN INFORMATION TECHNOLOGY :**

Concepts of networking and LAN, MAN, WAN, Advanced input/output devices and their use (MICR, OCR, Scanner, Light pen, Plotters, Micro films, Rewritable, Optical devices, Multimedia, Video conferencing, Tele conferencing and Introduction to Mobile Computing.

1.2 COMPUTER NETWORK AND INTERNET

L T P
3 - 4

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Data Communication	21	-	-
2.	Networks	17	-	-
3.	Internet	21	-	-
4.	E-Commerce	16	-	-
	Total	75	-	100

Detailed Content

1. **DATA COMMUNICATION :**

Concept of data components- Sender, Receiver, Message, Protocol, Channel. Characteristics- Delivery, Accuracy, Time line-ness, Direction of data flow- Simplex, Half Duplex and Full Duplex. Serial/Parallel data transmission. Categories- LAN, MAN, WAN & Internet. OSI & TCP/IP protocol stack. Different types of transmission media -Twisted pair, Coaxial cable, Optical fibers, Wireless transmission, Microwave, Radio wave Infrared .

2. **NETWORKS :**

Computer Network definition, Topology, Signal, Shannon capacity, Nyquist Bit Rate, Band Width, PAM, PCM, Multiplexing, Crypto graphy. IP addressing, Subnet, Networking devices, Hub, Switch, Router, Bridge, Gateways and Access Point, etc.

3. **INTERNET :**

Definition of Internet, Distributed computers, Intranet, Applications of internet, Hardware and Software requirement, Internet Protocols, Telnet, SMTP, http, ftp, www, Doman name system. Search engine, Browsers, Chatting. ISP, E mail and its applications, Types of E mail, Security and Digital signature.

4. **E-COMMERCE :**

Inter organizational E commerce, Intra organizational E commerce and consumer to business electronics commerce, Architectural frame work, Network infrastructure for E commerce. Global information distribution network, Broad band tele communication, Introduction to mobile commerce, mobile computing

application protocols, Management issues introduction to electronics payment digital token based electronics payment system smart cards, credit card, debit card based home banking.

LIST OF PRACTICALS

1. Establishment of LAN network – Physical wire and connectors, IP addressing and sub-netting, Assigning IP addresses to a node, Getting internet connection on a node.
2. Installing hubs and switches.
3. Network trouble shooting.
4. Network administration creation of usual grading permission.
5. Establishing server in the network.
6. Electronic commerce on the internet, Purchasing goods and billing, Booking tickets online, E mailing and Chatting, etc.

1.3 WEB DESIGNING TOOLS

L T P
3 - 4

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Dream Weaver	25	-	-
2.	Net beams	25	-	-
3.	Adobe Photoshop and Flash	25	-	-
	Total	75	-	100

Detailed Content

1. **DREAM WEAVER :**

List and describe the dream weaver environment. Implement and use of various tools in dream weaver e.g. Formatting text, Inserting images and Hyper links. Create image maps, Tables, Frame sets, Forms, Rollover images and Simple behaviors, Describe and implement various style sheets. Insert and play sound files, Video files and plug-ins. Publish a website in dream weaver. Data connectivity and building dynamic web site.

2. **NET BEANS :**

Net bean IDE Feature and tools, using source editor, setting up the project, adding event handlers, adding menu and images. Computing and running programs. Creating web projects, refactoring, debugging and documentation.

3. **ADOBE PHOTOSHOP AND FLASH :**

An overview of photoshop menus, work area, tool bars, tool box usages, Starting and opening photoshop, getting image into photoshop. Exploring basic features of photoshop using palettes, using context menu, using rulers and guidelines, closing files and quitting color modes of images.

An overview of flash, menus, work areas, tool bar, tool box usage. Starting and opening flash, working with time line, animation in flash, creating movies, using sences, using rulers, grids, closing files and quitting, creating animation, drawing using pencil tools.

LIST OF PRACTICALS

1. Design of (static and dynamic) web page using dream weaver.
2. Design of web page using photo shop and dream weaver.
3. Adding dynamic features to web page using flash
4. Project development using net beam./Dream wever

1.4 OPERATING SYSTEM

L T P
3 - 4

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Introduction	20	-	-
2.	Features of DOS and Its commands	15	-	-
3.	Features of Windows/Window XP	20	-	-
4.	Features and Commands of Linux	20	-	-
	Total	75	-	100

Detailed Content

1. **INTRODUCTION :**

What is operating system, Function of operating system, Types of Operating system, Multi programming, Time sharing, Real time system, Multi tasking, File concept, Access methods, Allocation method, Directory system and CPU scheduling and Disk Drum seheculing.

2. **FEATURES OF DOS AND ITS COMMANDS :**

Types of DOS commands : Internal and External, DOS files, BAT files, BAK files.

3. **FEATURES OF WINDOWS/WINDOWS XP :**

Features of windows 2003 and above/XP/Vista, GUI, what is interface, Windows equipments, Menu of dialog boxes, Concept of Icon, Functions of programming, Documents, setting, run commands.

4. **FEATURES AND COMMANDS OF LINUX :**

Overview of Linux, what is Linux, history/evaluation of Linux, Features of Linux (System features, Software features), File structure, File handling in Linux, Command of Linux, How to create file and directory, Hardware and software requirement.

List of Practicals

1. Practice of MS-DOS external and internal commands.
2. Practices of features of windows.
3. Practice and environmental setting using boot.ini, autoexe.bat, config.bat.
4. Practice of important commands of Linux operating system.
5. File maintenance, disk maintenance, system administration and process related commands.

1.5 OBJECT ORIENTED PROGRAMMING LANGUAGE

L T P
3 - 4

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Basic Concept of OOPL	20	-	-
2	Inheritance & Polymorphism	12	-	
3.	JAVA Programming	43	-	-
	Total	75	-	100

Detailed Content

1. **BASIC CONCEPT OF OOPL :**

Evolution of OOPL, Comparison with structured programming. Various techniques of programming, use of programming. Introduction to object oriented analysis. Introduction to object oriented design. Features of object oriented programming.

2. **INHERITANCE & POLYMORPHISM :**

Inheritance basic, member access and inheritance. Concept of polymorphism. Concept of encapsulation. Concept of abstraction. Concept of over loading.

3. **JAVA PROGRAMMING :**

A. **An Overview of Java :**

Introduction to object oriented programming (two paradigms, abstraction, the three oops principles), Creation of JAVA, JAVA applets and applications, Security and portability.

B. **Data Types and Control Statements :**

Integer, floating point type, character Boolean, all operators, Java's selection statements, iteration and jump statements.

C. **Introducing Classes & Methods :**

Class fundamentals, declaring objects, overloading methods and constructions, access control, nested and inner classes, exploring the string class, inheritance.

D. **Inheritance :**

Inheritance basics, member access and inheritance.

E. **Multithreaded Programming :**

The Java thread model, thread priority, synchronization, messaging.

F. **Input/Output :**

I/o basics, bytes streams and character streams, predefined streams, reading and writing console input/output, reading and writing files.

G. **Applets :**

Applet fundamentals, Applet class.

List of Practical

1. Practice of flow chart and algorithm designer.
2. Programs using control statements.
3. Programming using array and methods.
4. Programming using object and classes.
5. Handling exceptions in programs.

1.6 RELATIONAL DATABASE MANAGEMENT SYSTEM

L T P
3 - 4

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Concept of RDBMS	20	-	-
2.	SQL & My SQL	20	-	-
3.	Security and Privacy	15	-	-
4.	Oracle	20	-	-
	Total	75	-	100

Detailed Content

1. **CONCEPT OF RDBMS :**

RDBMS definition, Types of DBMS, DBMS architecture, Entity, Attribute scheme and sub scheme. Normalization basics, Different kinds of keys.

2. **SQL AND MY SQL :**

Introduction to SQL commands, Types of SQL commands and its applications – DDL, DML, DDL .

My SQL general information, programs, backup and recovery, data types, function and operators, MY SQL statement syntax, Language structure, optimization, storage engine, high availability and scalability. My SQL cluster, MY SQL server administration

3. **SECURITY AND PRIVACY :**

Integrity, Protection, security, concurrency, recovery.

4. **ORACLE :**

Overview of Oracle, PL/SQL commands for creation of database.

List of Practical

1. Programs in ORACLE using relational structures for complicated system.
2. Programs and reports generation through ORACLE, SQL & My SQL.
3. Programs and report generation through SQL & My SQL

1.7 WEB DESIGNING LANGUAGE

L T P
3 - 4

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	HTML & XML	20	-	-
2.	Server side & Client side scripting languages	40	-	-
3.	Introduction to .Net environment & VB .Net	15	-	-
	Total	75	-	100

Detailed Content

1. HTML AND XML :

HTML

HTML an introduction, document overview, adding tags, attributes, elements of HTML, structure of an HTML documents, Formatting web page by using styles, defining the style sheet type, defining style, style sheet, rules, linking developing styles, building a style sheet, text properties, Box properties, classification properties, font properties.

XML :

Introduction to XML,DTD, XML DOM, XSL, XSL-FO, X-Path, X-queary, X-link, X-pointer, scheme, X-forms.

2. SERVER SIDE AND CLIENT SIDE SCREPTING LANGUAGE :

2.1 JAVA script, adding Java scripts to documents, embedding Java scripts, adding Java scripts block, Linking Java scripts.

2.2 Programming In ASP :

Understanding client- server model, Creating and running active server pages and ASP objects, Working with variables and ASP commands e.g IF, WHILE, FOR, etc., Communicating with the user, collecting the form information, working with request object, Maintaining the persistent information in web, Common ASP components, Reading from database using ASP, Inserting, updating and deleting records, Using select statement to query date, Getting hit counter, Getting E-mail programming.

2.3 Programming In VB Script :

Explicit declaration in VB script, VB script variable, VB script operator, VB script control structures, VB script built in function, File system object.

3. **INTRODUCTION TO .NET ENVIRONMENT & VB .NET :**

Introduction to .NET frame work, CLR, building application in .NET frame work, Advantages of .NET environment. Language basic – Data type, Web application development using VB .NET. Data connectivity in .Net

List of Practical

1. HTML simple program design using note pad.
2. HTML program practice for creating tables, creating frames.
3. HTML forms, creation of text box, button, redo button, drop down list, etc.
4. Sending data across forms using get and post method.
5. Creating dynamic effects using anchor tags and marque.
6. Customization of appearance of web page, creating menus, redirection, etc.
7. Practices of Java script, VB script and ASP, PHP programs.

1.8 PROJECT

I. Project Work :

Objectives :

- To provide experience of solving practical problems.
- To provide synthesis of knowledge to solve problems.
- Development of a online web application.
- To provide group working environment.

Nature of Project :

The project should be a group project, preferable of interest to industry. The student should be encouraged to select the project while on visit to such industries. The project should be supervised by the teacher or the expert from industry jointly, the project work should involve designing the application system and implementing it on any of the computer system available.

At the end of the project the student is expected to prepare report. The evaluation should be based on –

- continuous assessment of the work done by the student,
- project report,
- viva voice
-

II. Industrial Training

Objectives :

To enables the students to

- Experience the real life computer environment
- See the practical problems and the process of their solution
- Work in a group
- Find suitable problems of interest for project work

The industrial training will be of 2 weeks duration. It should be organized at the end of the course.

The industrial training may be organized at reputed large computer center where scientific/commercial data processing jobs are being done. The training schedule may be drawn in such way that the student may observe the work of the system analysis, the system programmers and the operators. They may also study the environment of the computer center, the job flow and the associated

procedures special attention should be paid so that the student may observe the documentation and organization of the computer center activities.

The student should prepare a report on the industrial training. The report and the viva-voice of the industrial training along with the assessment of the training supervisor of the industry and the teacher monitoring the training shall form the basis of award of marks.

Staff Structure

Intake of the Course
Pattern of the Course

60
ANNUAL SYSTEM

Sl. No.	Name of Post	No.
1.	Principal	1
2.	H.O.D.(Computer Science & Engg./ Information Technology	1
3	Lecturer In Computer Science & Engineering/Information Tech.	2
4.	Computer Programmer	1
5.	Electrician	1
6.	Steno Typist	1
7.	Accountant / Cashier	1
8.	Student / Library Clerk	1
9.	Store Keeper	1
10.	Class IV	2
11.	Sweeper	Part time as per requirement
12.	Chaukidar & Mali	As per justification

Note :

1. Services of other discipline staff of the Institute may be utilized if possible
2. Qualifications of Staff : as per service rule.

SPACE REQUIREMENT

[A] ADMINISTRATIVE BLOCK

Sl. No.	Details of Space	Floor Area Sq. metres
1.	Principal's Room	30
2.	Confidential Room	10
3.	Steno's Room	6
4.(a)	Office including Drawing Office	80
(b)	Record Room	20
5.	Staff Room	
	(a) Head 1	15
	(b) Lecturer 10 sq.m./ Lect. for 2 Lecturers	20
6.	Library and Reading room	150
7.	Store	100
8.	Students Common room	80
9.	L.R.D.C.	100

[B] Academic Block

Sl.No.	Detail of Space	@ Sq.m	Floor Area Sq.m.
1.	Class Room	60	60
2.	Computer Centre (Air Cond.Glass Partition and Special type pvc flooring and false ceiling), Two Computer Centers For Space of 60 Sq. m		120

[D] Student's Amenities

1.	Hostel	40	%	of Strength of Students
2.	Cycle Stand	50	%	of Strength of Students
3.	Canteen and Tuck shop	50		
4.	N.C.C. Room	70		
5.	Dispensary	40		
6.	Guest Room(Attached Bath) including kitchen & store	45		

[E] STAFF RESIDENCES

1.	Principal	1	100	100
2.	Head of the Department	1	100	100
3.	Lecturer	2	80	160
4.	Non teaching & Supporting staff	6	60	360
5.	Class IV	2	30	60

Priority to be given in following order

(1)

- a. Administrative Building
- b. Labs
- c. Over head Tank
- d. Boundary Wall
- e. Principal Residence
- f. Forth Class Quarters (2/3)

(2)

- a. Hostel
- b. Students Aminities

(3)

Residences of employee

Computer Centre

S.No.	DESCRIPTION	QTY.	APPROX. COST (in Rs.)
1	Latest Version-Core-2 Dual Processor 62 2 MB L2 Cache, 2.4 Ghz ofr Higher 1 GB DDR2 RAM,160 GB SATA HDD,72K RPM MONITOR COLOUR 17" TFT DVD Writer, Multi Media Kit with Speaker & Microphone FDD - 1.44 MB Key Board - Multimedia Mouse - Optical Scrool Fibre Mouse 32 Bit PCI ETHERNET CARD(10/100) Mbps Internal Modem, Pen Drive 2GB, Blue Tooth Pre loaded Windows XP/2000/VISTA Pre loaded latest Anti Virus with licence media and manual with UPS 660 VA OR		20,000,00=00 (60+2Server)

Computer of latest Specification

2.	Software :(With Licence) Rs. 150000.00 LS		
	i. WINDOWS - 2003 and above/XP/VISTA or latest version		
	ii. ORACLE 10G/11i or Latest version	01	
	iii. Visual Studio (Professional)	01	
	iv. Dream Weaver latest version	01	
	v. Net Beams	01	
	vi. Adobe Flash & Photoshop Latest Version	01	
	vii. JAVA from RHL SDK	01	
3.	Hardware		
	i. Internal Modem 56 Kbps	01	
	ii. Switch-16 port, all accessories Related with networking		
	ii.Scanner- A4/Auto lighter Scanner	01	15000.00
4.	132 Column 600 CPS or faster 9 Pin dot matrix printer with 500 million character head life	01	15000.00
5.	Laser Jet-A4)	01	20000.00
6.	5 KVA on line UPS with minimum 30 miniute battery backup along with sealed maintenance free batteries. Provision for connecting external batteries with network connectivity.	01	175000.00
7.	Split Air Conditioner 1.5 tones capctity with ISI mark alongwith electronic voltage stablizer with over voltage and time delay circuit	04	120000.00
8.	Room preparation and furniture		LS
9.	2 KVA Inverter Cum UPS	02	50000.00
10.	Pen drive 1GB, 2GB, 4 GB	10	15000.00
11.	DVD writer External	02	5000.00
12.	HDD External 160 GB	02	10000.00
13.	PDA (Latest Configration)	02	10000.00

14.	Broadband For Internet(Speed Min. 8mbps)	04	
15.	USB Modem	02	10000.00
16.	Generator 10 KVA Water Coolent	01	100000.00

Learning Resource Development Centre

1.	Over Head Projector	01	20000.00
2.	Digital Camera	01	25000.00
3.	LCD Projector	02	200000.00
4.	Vaccum Cleaner	02	15000.00
5.	Audio CD Recorder Cum Player	01	10000.00
6.	Radio With All Band	01	2000.00
7.	Colour TV	01	15000.00
8.	Cutting, Binding & Stitching Equipment	01	30000.00
9.	Photo Copier Machine	01	150000.00
10.	Fire Extinguisher (2 Kg.)	04	15000.00
11.	Fire Extinguisher (5 Kg.)	04	30000.00

ANNEXURE- I QUESTIONNAIRE

INSTITUTE OF RESEARCH, DEVELOPMENT AND TRAINING U.P. KANPUR -208024

SUBJECT: Questionnaire for ascertaining the job potential and activities of P.G. diploma holder in Web Designing.

PURPOSE: To design and develop One Year P.G. diploma curriculum in Web Designing.

NOTE: 1. Please answer the questions to the points given in the questionnaire.
2. Any other point or suggestion not covered in this questionnaire may be written on a separate paper and enclosed with the questionnaire.

1. Name of the organisation: _____

2. Name & Designation of the officer _____
filling the questionnaire _____

3. Name of the department/section/ _____
shop _____

4. Important functions of the _____
department/section/shop _____

5. Number of P.G. diploma holder employees
under your charge in the area of _____
Web Designing

6. Please give names of modern equipments/machines handled by a P.G. diploma holder in Web Designing.

- | | | |
|----|----|----|
| 1. | 2. | 3. |
| 4. | 5. | 6. |

7. What proficiencies are expected from a P.G. diploma holder in Web Designing.

- | | | |
|----|----|----|
| 1. | 2. | 3. |
| 4. | 5. | 6. |

8. Mention the approximate percentage of the following desired in P.G. Diploma teaching.

1. Theoretical knowledge -----%
 2. Practical knowledge -----%
 3. Skill Development -----%
9. Do you think " on the job training" / Industrial training should form a part of curriculum. (Yes/ No)
if yes then
- (a) Duration of training -----
 - (b) Mode of training
 1. Spread over different semesters
 2. After completion of course
 3. Any other mode
10. What mode of recruitment is followed by your organization.
1. Academic merit
 2. Written test
 3. Group discussion
 4. Interview
 5. On the job test.
11. Mention the capabilities/ Qualities looked for while recruiting P.G. diploma holder in Web Designing.
- (a) Technical knowledge -----
 - (b) Practical skill -----
 - (c) Etiquettes and behavior -----
 - (d) Aptitude -----
 - (e) Health habit and social background -----
 - (f) Institution where trained -----
12. Does your organization have any system for the survey of Home articles of different countries/States. Yes/No
13. Does your organization conduct field survey to know users views regarding. Yes/No
1. Home Articles for different age groups and sex.
 2. Effect of climatic conditions
 3. Any other
- If yes ; Please give brief account of each.
14. Which type of assignment do you suggest for an entrepreneur in Web Designing.
15. In which types of organizations can a P.G. diploma holder in Web Designing can work or serve.

1	2	3
4	5	6

16. Job prospects for the P.G. diploma holder in Web Designing. the next ten years in the state / country.
17. In your opinion what should be the subjects to be taught to a P.G. diploma student in Web Designing.
- | | |
|--------|-----------|
| Theory | Practical |
|--------|-----------|
18. Kindly mention particulars regarding topics/areas which should be given more emphasis in the curriculum .
- | | |
|--------|-----------|
| Theory | Practical |
|--------|-----------|
19. Kindly state whether your organization can contribute towards improvement of curriculum in above field. Yes/ No
If yes : Please give names of experts in your organization to whom contact.
20. Kindly give your valuable suggestions for being considered at the time of finalization of curriculum.
21. What changes in technologies are to be incorporated in the development of curriculum in Web Designing.

(Signature)

Kindly mail the above questionnaire duly filled to:-

Sri U. S. Yadav
Text Book Officer
Institute of Research, Development & Training, U.P.
Govt. Polytechnic Campus
Kanpur-208002

(Please note that all information in this survey is confidential for the use of curriculum design only)

ANNEXURE- 2 INDUSTRIAL TRAINING SCHEDULE

All the students after annual examination will undergo in industrial training for a period of two week in Industries dealing with Web Designing Field. It will be arranged and supervised by institute staff . The performa for preparing a report of his stay. There in the industry given below can be taken as a guide for the purpose.

1. Name & Address of the organisation

2. Nature of the industry and its activity.

3. Date of
 - i. Joining
 - ii. Leaving

4. Details of the sections of the industry visited.
 - i. Name of tools, equipments instruments in use.

 - ii. Activities of the section

 - iii. Description of quality control measures taken in industry.

LIST OF BOOKS

1. Web Programming, Building Internet Application-Bates-Wiley India
2. Web Design : A complete introduction-Chapman-Wiley India
3. Beginning XML-Hunter-Wiley India
4. Beginning JAVA Script-Wieton-Wiley India
5. Operating System Principle-Sieberschatz--Wiley India
6. Developing Web Application-Moseley-Wiley India
7. Computer Communication Network-Vilas Bagad-Tech. Pub.,Pune
8. Database Management System-Seema Kedar-Tech. Pub., Pune
9. Object Oriented Modeling & Design-S.S.Jadhav- Tech. Pub., Pune
10. Programming in C & C⁺⁺-L. S. Yadav-Y.T.Publicaiton,Allahabad
11. Computer Network & Internet-Comer-Pearson Edu.,Noida
12. Distributed Operating System-Tanenbaun--Pearson Edu.,Noida
13. Introduction To JAVA Programming-Liang-Pearson Edu.,Noida
14. Web Technology-Jackson-Pearson Edu.,Noida
15. An Introduction To XML & Web Tech.-Moller-Pearson Edu.,Noida
16. Advance ASP.NET-Calderon-Pearson Edu.,Noida
17. Photoshop Elements-Carlson-Pearson Edu.,Noida
18. Adobe Flash Professional-Adobe-Pearson Edu.,Noida
19. My SQL-Ullman-Pearson Edu.,Noida
20. My SQL Tutorial-Welling-Pearson Edu.,Noida