TCTC

Web/Application Development

Introduction to C++

This course provides a practical hands-on introduction to the C++ programming language. You will learn the central concepts of the C++ language, with emphasis on the use of object-oriented techniques in writing robust code.

Learning Objectives

- Overview of C++
- Functions and variables
- Classes in C++
- Operator overloading
- Initialization and assignment
- Storage management
- Inheritance
- Polymorphism
- Input and output in C++ programs
- Exceptions
- Templates

Who Should Attend

- Individuals who are interested in learning the basics of object oriented programming using C++

Introduction to Microsoft Visual Basic.NET Programming with Microsoft.NET

If you are new to Microsoft® Visual Basic.NET programming with Microsoft .NET, this program gives you hands-on experience using Microsoft® Visual Basic .NET and the Microsoft® Visual Studio .NET development environment.

Learning Objectives

- Create a component in Visual Basic .NET and C#
- Create an ASP.NET Web application project using Visual Studio.NET
- Access data using the Visual Studio .NET data access tools
- Use Microsoft® ADO.NET to access data in an ASP.NET Web application
- Accomplish complex data access tasks from an ASP.NET Web application
- Access Extensible Markup Language (XML) data, and read it into a dataset
- Call an XML Web service from an ASP. NET Web application and incorporate the returned data into a Web application
- Secure an ASP.NET Web application using a variety of technologies

Who Should Attend

- Developers with limited or no experience in a graphical environment or other individuals who are interested in learning to write programs using the, latest programming language offered by Microsoft®

Developing Microsoft.NET Applications for Windows (Visual Basic.NET)

This program teaches you how to build Microsoft® Windows Forms applications using the Microsoft.NET Framework. The course covers the basics of Windows client application programming on the .NET Framework: Windows Forms, GDI+, simple data access, interoperating with unmanaged code, threading and asynchronous programming issues, simple remoting, Web access, XML Web services consumption, debugging, security, and deployment issues for desktop applications.

Learning Objectives

- Introduction to Windows Forms
- Work with controls
- Build controls
- Use data in Windows Forms applications
- Interoperate with managed objects
- Print and report in Windows Forms applications
- Asynchronous programming
- Enhance the usability of applications
- Deploy Windows Forms applications
- Secure Windows Forms applications

Who Should Attend

- Visual Basic programmers and other individuals who are interested in learning the features of Microsoft. NET, and how to build Windows Forms applications

Introduction to XML and the Microsoft.NET Platform

This course gives you a technological overview of the structure and programming techniques of Extensible Markup Language (XML). You learn basic concepts of XML and how XML fits into the Microsoft .NET vision and the larger world of distributed standards-based computing. You also gain hands-on experience using basic XML technologies.

Learning Objectives

- Introduction to XML and the Microsoft .NET platform
- Basic XML
- Validate XML
- Technologies for handling XML data
- Create and manipulate trees using DOM
- Use XPath to transform a tree of nodes
- Format and transform XSL and XSLT
- Use XQuery to link and query XML documents
- Introduction to SQL XML
- Challenges of designing XML solutions

Who Should Attend

- Individuals who are interested in understanding the role of XML and learning to program using XML and the Microsoft.NET platform

Fundamentals of Visual Basic.NET

This hands-on course covers how to develop Visual Basic.NET application programs using Visual Studio integrated development environment. The course introduces you to event-driven programming concepts and the Visual Basic.NET environment and features. You learn the skills and knowledge to develop Visual Basic.NET applications, including database applications.

Learning Objectives

- Concepts of event-driven programming
- Microsoft® Visual Basic.NET programming environment
- Components and features of Visual Basic.NET
- Design, develop, test, and debug Visual Basic.NET applications
- Develop Microsoft® Windows applications using Visual Basic.NET objects and tools
- Build database application programs using Visual Basic.NET

Who Should Attend

- Individuals who want to gain an understanding of programming with Visual Basic.NET

**Conferencing Services...
Connecting with the Experts**

Arranging for some of today's leading speakers to deliver seminars to an individual organization would be of great benefit...but probably cost prohibitive. That's why The Corporate Training Center @ HCC researches the hottest industry topics and engages top speakers to conduct seminars at our conference facility. These informative and motivating seminars make it feasible for individuals and organizations to attend and learn from industry-leading experts at a reasonable cost.

Adobe Photoshop Level 1

Adobe Photoshop is a powerful and popular tool for storing, manipulating, and creating effects with images and photographs. In this introductory course, the first in a series, you learn to use several tools for selecting parts of images, and move, duplicate, and resize images. You learn to use layers and to apply layer effects and filters to create special effects. In addition, you use painting tools and blending modes to create shading effects and perform adjustments to contrast and color balance. You save images in formats for print and Web use.

Learning Objectives

- Identify the differences between raster and vector graphics
- Manipulate Photoshop's various graphic tools and controls
- Select appropriate resolutions for different images and output types, and resize and crop image areas
- Select image areas using the lasso, marquee, and magic wand tools, and use alpha channels to save and load selections
- Create and manipulate multiple layers to composite images easily
- Apply blending and shading effects to create realistic composites
- Identify the characteristics of bitmap, grayscale, duotone, and color images
- Select colors using the color palette, color picker, and eyedropper tools, and use Photoshop's painting tools to create artwork or to retouch photographs
- Add and format text within an image, and apply layer effects and filters to create special effects, including lighting effects and textures
- Modify the brightness, contrast, color balance, hue, and saturation of images

Who Should Attend

- Individuals who wish to learn to the basic techniques for manipulating images in Adobe Photoshop

Available Versions

- Photoshop 7
- Photoshop CS2

Adobe Photoshop Level 2

This intermediate course, the second in a series, is aimed at users familiar with the basics of Photoshop who wish to improve their skills. You learn sophisticated techniques for applying colors and creating image and light effects. By the end of the course, you will be able to create and manipulate images with improved speed and accuracy.

Learning Objectives

- Use powerful shortcuts to enhance productivity
- Apply a technique to improve low-resolution files
- Use filters alone and in combinations to create effects
- Use layer masks and clipping groups to blend foreground and background objects together
- Combine color and grayscale images
- Interweave objects with one another
- Use channel operations and blending modes to simulate three-dimensional surfaces
- Apply lighting effects and create realistic shadows ,
- Create type effects including distressing and popping out of a background
- Create multi-step scripts with the actions palette

Who Should Attend

- Individuals who wish to learn more advanced techniques for creating effects and manipulating images in Adobe Photoshop

Available Versions

- Photoshop 7
- Photoshop CS2

Adobe Photoshop Level 3

This advanced Adobe Photoshop program, the last in a series, teaches you advanced techniques for image selection and manipulation, using layers, channels, masks, and filters, and automating tasks. You learn tools and techniques for achieving sophisticated effects with colors, patterns, and gradients precisely and efficiently. You also gain an advanced understanding of vector graphics, preparing images for the Web, and use of the ImageReady software.

Learning Objectives

- Create a fixed-size selection on an image
- Fade a selection by using the Feather command
- Create a colored border
- Use transform commands
- Use liquify tools
- Use reconstruction modes for modifying image distortions
- Use channels palette and options for saving mask selections as a new channel
- Load a selection into an image as a channel
- Create a temporary mask using quick mask mode
- Add and edit a layer mask

Who Should Attend

- Individuals who wish to learn advanced techniques for image manipulation, creation of special effects, and image publication using Adobe Photoshop

Available Versions

- Photoshop 7
- Photoshop CS2

Adobe PageMaker 7 Level 1

Adobe PageMaker is a powerful page layout application that enables you to create professional looking publications. To use this robust application to its fullest capabilities, you need to understand basic principles and techniques. In this introductory course, the first of a series, you learn basic skills to give you a solid understanding of the software as you create a four-page, color newsletter.

Learning Objectives

• Create a newsletter
• Use and format text
• Use graphics
• Design a layout
• Print with PageMaker
• Create an identity system

Who Should Attend

• Individuals who wish to learn to the basic techniques for building a PageMaker document

Adobe Photoshop Elements

This program takes the skills taught in the "Essentials" program to the next level. It will explain how a digital camera works, the optimal formats for saving your image for output and color correction. You will also learn about digitizing photos, photo adjustment and manipulation, composing, and graphics creation for print and electronic viewing.

Learning Objectives

• Eliminate red-eye glare
• Airbrush
• Adjust color
• Manipulate images

Who Should Attend

• Windows computer user interested in digital photography

Adobe PageMaker 7 Level 2

You can use Adobe PageMaker to create sophisticated, professional-quality publications. In this intermediate course, the second in the series, you will learn advanced techniques and skills as you create two projects: a full-page color magazine advertisement and a catalog with tables that you prepare for print output and as an Acrobat PDF file for desktop printing or electronic distribution via the Web. You learn background information about typography, page layout, colors, and printing to help you fully and efficiently use PageMaker tools and create polished final documents.

Learning Objectives

• Create a magazine advertisement
• Create a catalog
• Format text using advanced typography
• Apply advanced layout techniques to graphics, pages, and columns
• Apply color management to documents
• Set up color separations for four or more ink printing
• Create tables
• Create Acrobat PDF documents
• Copy items between documents

Who Should Attend

• Individuals who wish to learn to the basic techniques for building a PageMaker document

Adobe Premiere Pro 2

You have probably shot video with a digital video camera, and maybe recorded audio clips. However, you now need to assemble the video, audio, and still images to create a video program. In this course, you will use Adobe® Premiere® Pro 2.0 to create a video program that combines video, audio, and still images.

Learning Objectives

• Create a video program that combines video, audio, and still images, using Adobe Premiere Pro

Who Should Attend

• Students who need to edit video clips and create digital movies, but have little or no experience using Premiere Pro, or students who want to edit video more quickly, integrate video with other Adobe products, and work in a digital format that can be repurposed for multiple uses

Adobe PageMaker 7 Level 3

Although PageMaker offers fine control over typography, page layout, colors, and printing, not all of its features are on the surface, so you may be missing out on the best ways to create professional-caliber publications. This advanced course, the last in the series, teaches you how to manage complicated layouts more efficiently. You learn more effective ways to work with graphics and type, as well as techniques to establish trapping in a document so colors print the way you want. In addition, you learn techniques for working with long documents and how to easily import and export HTML.

Learning Objectives

• Best practices for page layout
• Advanced type and graphics manipulation techniques
• Work with imported graphics
• Use scripts to automate format tasks
• Trapping
• Management techniques for long documents
• Import and export HTML from PageMaker

Who Should Attend

• Individuals who wish to learn advanced techniques for building a PageMaker document

Web/Application Development
Digital Media - Technology Solutions

Microsoft® Publisher 2002

This course, will build on basic word processing skills and concentrate on desktop publishing concepts as they relate to developing basic publication documents, such as flyers and newsletters.

Learning Objectives

- Create, modify, save, and print a one page document using a publication design
- Create a multi-page document, starting with a blank page, adding pages and page elements
- Format text by adding tabs, indents, special characters, and automated formatting
- Insert and modify graphic elements on a page
- Add and modify rows, columns, text, and formatting in a table to display data on a page
- Create a logo using drawing tools.
- Create documents that use special paper

Who Should Attend

- Those who have an interest in desktop publishing

QuarkXPress

Widely used by professional designers and publishers, QuarkXPress is a powerful layout tool that lets you combine writing, editing, and typography with color and pictures to produce dynamic final output. This program teaches the fundamentals of layout, text manipulation, and preparing documents for printing with QuarkXPress.

Learning Objectives

- Create a single-page document containing text and graphics
- Create the structure for a multiple-page document to prepare it for adding content
- Use typesetting tools
- Use tables to hold text and graphics
- Enhance the readability of a document
- Finalize a document for handoff to a printing vendor for commercial output

Who Should Attend

- Individuals who are interested in developing professional quality text and graphics in single and multiple-page documents

Adobe Illustrator CS2 Level 2

In this course, you will use Adobe Illustrator to create dynamic graphics using advanced drawing and editing tools, path editing techniques, filter effects, and masks

Learning Objectives

- Draw with advanced object drawing tools and dynamically change their settings
- Use advanced path editing techniques such as splitting, duplicating, and simplifying
- Create and edit exciting graphics using a gradient mesh and blends between objects
- Perform exact transformations to move, rotate, reflect, and shear visually or in precise increments

Who Should Attend

- Those who are interested in designing high level graphics

Adobe Illustrator CS2 Level 1

Adobe Illustrator is the industry standard vector-based illustrating tool. It is used by graphic designers throughout the world to create a vast variety of different media including illustrations, package designs, leaflets & flyers, web graphics & animations, notice boards, billboards, and many other graphic objects. Such a variety of applications means that Illustrator is necessarily a complex tool to master. Once you have understood the basics however, you will soon be able to produce an almost endless scope of graphic designs.

Learning Objectives

- Choose new document settings
- Draw basic shapes with the shape tools
- Draw paths with the pencil tool
- Format an object's fill and stroke
- Manipulate shapes
- Group objects
- Add and format type
- Export a logo
- Draw paths with the pen tool
- Draw paths with corner points
- Continue paths using the pen and pencil tools
- Apply spot colors
- Modify shapes to make new shapes
- Duplicate objects
- Apply graphic styles
- Apply gradients to type
- Type on a path
- Apply an envelope to type
- Import a graphic
- Aligning and distributing objects
- Wrap text
- Place and position body type
- Format type with styles
- Fix spelling errors
- Insert typographic characters

Who Should Attend

- Those who are interested in designing high level graphics

Adobe InDesign CS2 Level 1

Learn the basics of desktop publishing using the Adobe InDesign program. Find out how to create, modify, and save documents. Discover how to enter and edit text and graphics. Become skilled at importing and threading text. Learn how to utilize colors, gradients, and tables to enhance and organize your desktop publishing document. Find out how to prepare your document for printing and how to create an Acrobat PDF file from your InDesign document.

Learning Objectives

- Exploring the InDesign environment
- Creating, modifying and saving documents
- Creating and working with master pages
- Working with text frames and formatting text
- Importing and threading text
- Creating and using colors, swatches and gradients
- Placing and manipulating graphics
- Using tables
- Preparing for printing
- Creating Adobe PDF files

Who Should Attend

- This course is for those who desire to learn desktop publishing

Adobe InDesign CS2 Level 2

Learn advanced skills using the Adobe InDesign program. Find out about advanced master page setup, advanced styles, and how to use text flow controls to improve your documents and speed up the editing process. Discover how to use page elements and graphics. Learn how to use bezier paths, how to section documents and navigate through them, as well as how to manage long documents. Find out about print presets and the basics of how to structure InDesign documents with XML.

Learning Objectives

- Master page setup
- Applying master to multiple pages
- Advanced styles
- Text flow control
- Duplicating items
- Libraries
- Bezier paths
- Sectioned documents
- Adding table of contents and indexes
- Creating books
- Print presets
- Structuring documents with XML

Who Should Attend

- This course is for those who desire to learn desktop publishing

Microsoft® Office Track Program

ECX 8300 Contact hours: 35

In this course, participant will showcase a series of essential computer application programs in 5 days which includes Internet Explorer, Word, Excel, PowerPoint, and Outlook. The participants will develop skill, maximize productivity, increase confidence, and enhance knowledge in this interactive, hands-on and instructor-led certificate track program.

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ColdFusion 7

This workshop will teach the most critical job activities that a Macromedia ColdFusion developer would experience and need to perform successfully to be certified and to teach the material. The skills and knowledge provided by this workshop represent a professional level of expertise where a participant can recognize effective use and reuse of code in ColdFusion programming for application development, exception handling, troubleshooting, forms, and work with complex data types; recognize key concepts in database interactions, client state management, and data exchange.

Learning Objectives

- Identify ColdFusion MX programming basics in application development
- Identify and demonstrate code reuse in application development
- Recognize how to work with complex data types in application development
- Demonstrate the ability to effectively manage web server files
- Recognize and evaluate appropriate strategies for handling exceptional events
- Recognize how to work with forms in ColdFusion
- Recognize approaches to managing the user experience
- Identify approaches to creating reports
- Recognize and evaluate appropriate strategies to use when troubleshooting and testing an application
- Recognize key concepts and their use in relation to database interactions, database connections, and database manipulation tags
- Demonstrate an understanding of client state management areas
- Understand Web technology for the creation of distributed web applications

Who Should Attend

- Those who are interested in understanding Web technology for the creation of distributed web applications

Google Hacks: Tips & Tools for Finding and Using the World's Information

The expanded third edition of Google Hacks courseware is a brand-new and infinitely more useful course in maxizing your use of this powerful search engine. You'll not only find dozens of hacks for the new Google services, but plenty of updated tips, tricks, and scripts for hacking the old ones. Now you can make a Google Earth movie, visualize your web site traffic with Google Analytics, post pictures to your blog with Picasa, or access Gmail in your favorite e-mail client. Industrial strength and real-world tested, this new collection enables you to mine a ton of information within Google's reach. And have a lot of fun while doing it.

Learning Objectives

- Search Google over IM with a Google Talk bot
- Build a customized Google Map and add it to your own Web site
- Cover your searching tracks and take back your browsing privacy
- Turn any Google query into an RSS feed that you can monitor in Google Reader or the newsreader of your choice
- Keep tabs on blogs in new, useful ways
- Turn Gmail into an external hard drive for Windows, Mac, or Linux
- Beef up your web pages with search, ads, news feeds, and more
- Program Google with the Google API and language of your choice

Who Should Attend

- This course is intended for those who want to learn to use the power that Google offers

Google Maps: Tips & Tools for Geographic Searching and Remixing

The Google Maps API lets developers embed Google Maps in their own Web pages with JavaScript. The class starts out with a simple "Hello World" map application and moves on to show you how to map local weather conditions, find the best prices on a particular product, share pictures with your community, and add interactivity by causing a map to pan or zoom in response to user input. There are a total of 70 hacks that are actually map projects for the student to explore post-class.

Learning Objectives

- Introducing Google Maps
- Inside Google Maps URLs
- Mashing up Google Maps
- On the road with Google Maps
- Google Maps in words and pictures
- API Tips and Tricks
- Extreme Google Maps hacks

Who Should Attend

- Those who are already familiar with HTML and JavaScript

Search Engine Optimization and Pay Per Click

The Web is full of good-looking, fully functional sites that are virtually invisible to search engines. Many sites are not as effective as they might be because search-engine optimization (SEO) was tacked on after the design phase was complete. The best-designed Web Site in the world is of little use to your clients if they cannot find it. This course is an introduction to SEO issues for Web designers and anyone interested in increasing Web Site traffic. We will start with an overview of SEO principles and real-life examples of both effective and ineffective SEO strategies. We will conclude with hands-on SEO makeovers of sample sites. Upon successful completion of the course, you will understand how decisions early in the design phase affect SEO, how to avoid the major SEO pitfalls, and how to implement effective SEO strategies for your sites.

Learning Objectives

- Master the basics of HTML that are required to rank high on search engines
- Build a Web Site with search engine friendly pages
- Learn how to get your Web Site indexed by search engines within 48 hours without paying a single cent
- Leverage the power of the World Wide Web through Google, Yahoo, and MSN Search to reach millions of customers
- Understand the secrets of search engine optimization and get top rankings in major search engines
- Get instant traffic with Pay-Per-Click advertisements
- Boost your click-through-rate even if you are not in the top 10 positions
- Learn to improve conversion rate by tracking and monitoring visitors to your Web Site
- Discover new ways of making more money on the Internet

Who Should Attend

- Those who are interested in getting better ranking for their Web Sites
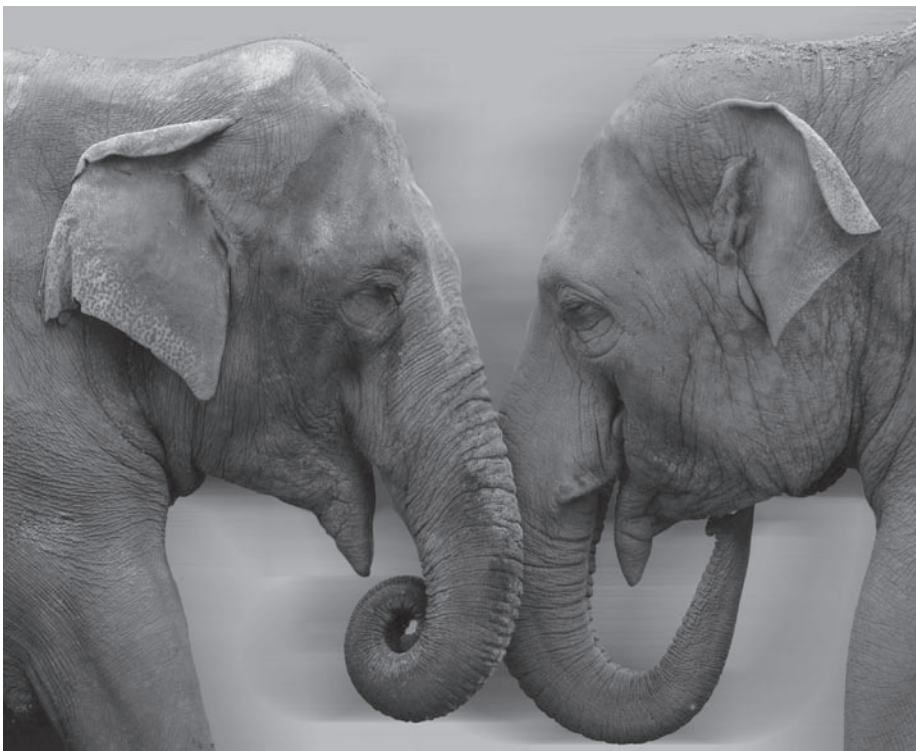
"The workers and professionals of the world will soon be divided into two distinct groups. Those who will control computers and those who will be controlled by computers. It would be best for you to be in the former group."

- Lewis D. Eigen

Dreamweaver MX Level 1

Identify site planning considerations. Create a new Web Site. Add text and applying formatting. Insert text and images, set image properties. Create and format tables. Add links within a site, and use images as links, and create image maps. Build a frame-based set of pages.

Learning Objectives

- Understand the Dreamweaver MX environment
- Define a new Web Site
- Create pages within a site
- Create numbered and bulleted lists
- Add images to a page
- Use tables to organize information or control page layout
- Create templates to use as a basis for future pages
- Link to other content within the site or to pages on other sites
- Organize pages in framesets
- Create re-usable navigation bars

Who Should Attend

- Those who are interested in learning to create dynamic Web Sites

Dreamweaver MX Level 2

In this course, you will work with advanced Web Site creation features available in Dreamweaver, including libraries and behaviors. In addition, you will use many of the new features available within the HTML 4 standard, including style sheets and layers.

Learning Objectives

- Create rollovers to highlight links and images as users move their mouse over them.
- Build a navigation bar to ensure consistent navigation throughout your site.
- Create a library for frequently used blocks of text and other repeating site elements.
- Define keywords, descriptions, and other meta tags so that users are more likely to find your site via search engines.
- Use style sheets to format text consistently throughout the site.
- Target page content to specific browsers and versions.

Who Should Attend

- Those who are interested in learning to create dynamic websites

Flash MX Level 1

Macromedia Flash enables you to create rich media content for Web Sites. This program, the first in a series, gives you hands-on experience in creating and animating objects. You explore the basics of Flash, including tools and features, and create different types of animations. You also publish material to the Web.

Learning Objectives

- Introduction to the Flash environment
- Draw and paint
- Manipulate objects
- Work with text
- Work with multiple layers in a movie
- Create animation
- Publish a Flash movie

Who Should Attend

- Individuals who are interested in learning to develop rich media content using Flash

Available Versions

- Flash MX
- Flash Professional 8

Flash MX Level 2

With Macromedia Flash, you can develop interactive and sophisticated Web media content. In this advanced course, the last in a series, you work with symbols and instances, create timelines with independent animations, build more complex navigation controls, work with sound, and optimize your movies for viewing.

Learning Objectives

- Symbols and instances
- Organize large projects
- Interactivity in Flash
- Work with sound
- Test and publish a Flash movie

Who Should Attend

- Individuals who are interested in learning advanced rich media construction techniques using Flash

Available Versions

- Flash MX
- Flash Professional 8

Ajax

Asynchronous JavaScript and XML (Ajax) is a powerful new combination of technologies to make Web applications more responsive and interactive. Specifically Ajax is a combination of Javascript, XHTML, CSS, DOM, XML, and XSLT technologies. In this hands-on class students will learn the fundamental technologies associated with Ajax and how to incorporate Ajax for more responsive and interactive Web applications.

Learning Objectives

- XMLHttpRequest Object
- Rich Web applications
- AJAX Design Principals
- Client-side JavaScript and CSS
- Modifying Web pages
- Introduction to JavaScript and CSS
- JavaScript programming model
- Cascading Style Sheets (CSS)
- AJAX Client-side frameworks
- Prototype
- AJAX on the server side
- Generating JavaScript on the server
- AXAJ JSP Tag Libraries
- JavaScript Object Notation (JSON)
- Direct Web Remoting (DWR)
- Debugging AJAX applications

Who Should Attend

- If you are a web developer who has prior experience with web technologies, this is the class for you.

HTML Level 1

HyperText Markup Language (HTML) is the code that controls the placement of text and graphical elements on a Web page. Even if you use a package like Microsoft® FrontPage to develop your Web pages, you need to understand HTML in order to control your page in all major browsers. HTML is easy to learn, fun to apply, and can be used to create very sophisticated Web page layouts. This fundamental program, the first in a series, explains the basic concepts of HTML and gives you hands-on experience creating Web pages using HTML.

Learning Objectives

- Introduction to elements and structure of HTML
- Tags, containers, attributes, and values
- Create an HTML document
- Heading, paragraphs, and divisions
- Use font formatting tags and attributes
- Create ordered, unordered, and definition lists
- Use the anchor tag to create hyperlinks
- Use the image tag to add graphics to an HTML document
- Use the attributes of the body tag to control document properties such as color and backgrounds

Who Should Attend

- Individuals who wish to learn the basics of HTML to create Web pages

HTML Level 2

In this intermediate hands-on workshop, the second in the series, you explore the more advanced design techniques of HyperText Markup Language (HTML). You create complex Web pages that use tables and forms to receive input from Web page visitors. The program also introduces you to Common Gateway Interface (CGI) scripting.

Learning Objectives

- Use tags and attributes associated with HTML tables
- Create nested tables and cells that span rows and columns
- Use tables to create complex page layouts
- Elements of HTML forms
- Use CGI to add dynamic content to your Web site
- Compare and contrast CGI with other technologies such as Java and JavaScript
- Visit sites that use dynamic content
- Create a form to invoke a CGI script
- Use online shareware resources

Who Should Attend

- Individuals who want to learn more advanced HTML design techniques to be able to design tables and interactive forms

HTML Level 3

This advanced program, the last in a series, teaches you how to use HyperText Markup Language (HTML) to incorporate sophisticated and creative features into Web pages. You gain hands-on experience using interactive elements, exploring frame and image maps, and embedding Java Applets into a page. You are also introduced to Cascading Style Sheets (CSS).

Learning Objectives

- Add Java applets to HTML pages
- Handle older browsers that do not support Java
- Construct a site that uses HTML frames
- Handle browsers that do not support frames
- Target attribute and special targets
- Create a client-side image map
- Use CSS as a formatting tool
- CSS selectors, properties, rules, and declarations
- Use HTML validation tools and services

Who Should Attend

- Individuals who are interested in learning advanced features and techniques of HTML

Java Level 1

This course provides a careful introduction to computer programming and object-oriented thinking in the Java programming language. Students will write Java programs that control vehicles in a graphical world.

Learning Objectives

- Understanding what Java is and how it can benefit Web page developers
- Understand the syntax and features of Java
- Work with object, classes, and methods
- Understand concepts such as inheritance and interfaces
- Understand and use the applet tag
- Create and compile a simple applet
- Incorporate applets into a Web page
- Gain experience using arrays, conditionals, and loops
- Build a basic stand-alone Java application

Who Should Attend

- Individuals who wish to enhance their Web pages by creating Java applets and applications

Introduction to JavaScript

This program gives you comprehensive, hands-on experience learning the essentials of JavaScript, a powerful scripting language that is used with the Netscape browser to achieve interactive and eye-catching effects on Web pages. You write your own script and explore some of the many enhancements that can be implemented with JavaScript.

Learning Objectives

- Concepts of JavaScript
- Capabilities of JavaScript
- Create and run simple JavaScript scripts
- Manage JavaScript error messages
- Display messages in the Netscape status bar, display the current date, and display and dynamically update the current time
- Create scrolling text banners and a "RoloURL" to access URLs from a list
- Validate and submit user-entered HTML form data
- Generate an HTML table
- Display documents in windows and frames
- Create back and forward frame-history navigation buttons

Who Should Attend

- Individuals who are interested in understanding and using JavaScript to enhance Web page features

Java Level 2

This course introduces computers as problem solvers using the Java programming language. Knowledge of the concepts and material presented in the course will give students better problem-solving skills and prepare students for real-world programming.

Learning Objectives

- Make an applet interactive by handling mouse and keyboard events
- Create and manipulate basic graphics with Java's graphic primitives
- Learn how "overloading" is done
- Explore the controls and tools available in the Java AWT
- Change fonts and colors used in an applet
- Design a sample user interface
- Use images to create static or animated presentations
- Learn to fix the problem of flickering animations
- Link your applet to other Web pages with the show-document method

Who Should Attend

- Individuals who wish to expand their knowledge beyond the basics of Java programming

Java Level 3

Students will learn to write programs that work with relational databases and that work over the Internet and across multiple machines. Knowledge of the concepts and material presented in this course will give students practical know-how to write Java programs that operate across a networked environment.

Learning Objectives

- Learn how to control access to methods and variables within class
- Study examples of multi-threaded applets
- Examine the difference between the four types of modifiers
- Implement packages and interfaces
- Use a socket to open a connection to a URL
- Create and use input and output streams to handle data between applets
- Learn how to handle non-run-time exceptions

Who Should Attend

- Individuals who wish to master the most advanced concepts and features of the Java language

Setting Up LAMP: Getting Linux, Apache, MySQL, and PHP Working Together

This course presents the open-source components of today's most affordable and effective platform for building dynamic web-based applications. Each technology has uses outside of this context, of course, but within it they form something greater than the sum of their parts.

Learning Objectives

- This course is intended for students who are new to open source technologies and will be responsible for the installation, support and maintenance of Web applications using them
- The first part of the course gives you an overview of Linux / UNIX / OSX operating systems (they're all similar) as a user, and also the administration functions. It then goes on to cover the aspects of networks and the Web you'll need to know about if you're responsible for looking after Web applications in Perl, PHP, or Python on these platforms. The final part of the course introduces relational databases

Who Should Attend

- This course is valuable for those who are interested in utilizing open source programs as a means to setting up a dynamic Web environment

PHP

PHP is an open-source embeddable server-side language which is simple enough to use on small sites yet powerful enough to handle large, complex applications. This course is designed to provide students with a basic working knowledge of PHP.

Through reading assignments and lessons, it will acquaint students with the structure and foundations of the language, including variables, arrays, flow control, functions, and basic database connectivity. Weekly exercises tie these concepts to practical applications such as form processing and basic database interactivity.

This course takes an integrated approach to PHP, tying it to its (X)HTML and CSS environment so that students finish with a recognition of PHP's place in the overall process of Web development.

Learning Objectives

- Learn foundations of PHP programming and security
- Become familiar with 6 basic PHP data types
- Learn basic flow control structures
- Create and use functions and includes
- Learn simple and deep form validation
- Get a taste of advanced topics like database connectivity with MySQL

Who Should Attend

- This course is intended for those who are looking for advanced Web development training

XML Web Services

This hands-on course provides the skills needed to build XML Web services and clients with .NET. You learn to rapidly create scalable and secure applications for use in any corporate environment, as well as practical techniques for tracing SOAP messages and monitoring services. This course involves Hands-on exercises, presented in both Visual Basic and C#, provide practical experience building and deploying Web services

Learning Objectives

- Creating scalable Web services
- Deploying and configuring Web services using Visual Studio 2005
- Consuming Web services from multithreaded and Web clients
- Rapid application development with data binding
- Stress-testing a Web service
- Tracing SOAP messages
- Updating a database via Web services
- Automatic and custom serialization of objects
- Securing SOAP messages with authentication and encryption
- Processing XML data using .NET's class libraries

Who Should Attend

- This course is valuable for those who are or will be working with or evaluating Web services