Title : HTML programming and Advanced 'C' Programming practical

Objective :-
  i)   Understanding basic HTML designing
  ii) Writing C programs using complex data structures such as pointers, structures etc.

Syllabus
1. Initial 3 practical slots (8 lectures) should be used for teaching basic internet usage including use of browsers
2. Last 2 slots (8 lectures) are to be used for revision
3. Remaining 80 lectures are to be utilised for the following 20 Assignments

No	Topic	Lectures
	**Computer Science : Paper IV : HTML programming and Advanced 'C' Programming practicals**	

No	Topic	Lectures
1	Creating simple HTML pages (use of different tags for changing fonts, foreground and background colors etc.))	4
2	HTML programming (use of lists, tables)	4
3	HTML programming using frames	4
4	HTML programming using hyperlinks	4
5	HTML programming (Creation of forms)	4
6	HTML programming – Case Study 1	4
7	HTML programming – Case Study 1	4
8	HTML programming – Case Study 1	4
9	Assignment to demonstrate use of pointers	4
10	Assignment to demonstrate concept of strings (string & pointers)	4
11	Assignment to demonstrate array of strings.	4
12	Assignment to demonstrate use of bitwise operators.	4
13	Assignment to demonstrate structures (using array and functions)	4
14	Assignment to demonstrate structures and unions	4
15	Assignment to demonstrate command line arguments and preprocessor directives	4
16	Assignment to demonstrate file handling (text files)	4
17	Assignment to demonstrate file handling (binary files and random access to files)	4
18	C Programming – Case study 1	4
19	C Programming – Case study 2	4
20	C programming – Case Study 3	4