

# Multimedia Programming 1

Syllabus Number

3D211

Basic Major Subjects

Elective Requisites 2  
credit

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## 1. Course Description

A JavaScript is used in many web pages. Three techniques of HTML, CSS, and the JavaScript are used to make Web pages. In multimedia programming 1, students will learn the grammar of HTML, CSS, and JavaScript. And will acquire the basic knowledge of Web page production using the JavaScript. The course includes lectures, weekly assignments, and final written examination. This course follows DP4M in the diplomat policies of the faculty.

## 2. Course Objectives

The students will be able to:

- write Web pages using HTML+CSS.
- learn the basic grammar of JavaScript.
- acquire the object-oriented programming technique in JavaScript.
- write a JavaScript program using the web-browser objects.

## 3. Grading Policy

Grade will be computed as follows:

- Weekly assignments 50%
- Final examination 50%

You can receive a credit if you obtain 60% and above.

To receive a credit, you need all weekly assignment and get passing scores.

The answers of the examination and comments on your program will be provided by LMS.

## 4. Textbook and Reference

Textbook

生形可奈子 スラスラわかるJavaScript 翔泳社

## 5. Requirements(Assignments)

Please read the lesson contents posted on the LMS and create a "notebook" before starting the lesson.

The key points are to be submitted during class.

Also, at the beginning of the class, you will be asked to solve the previous class's review questions, so please review the contents.

This requires at least one hour of study time.

## 6. Note

A lot of trial and error is required to master a programming language.

Please improve your typing speed, use shortcut functions

Be sure to input and execute the examples of programs in the textbook and lecture materials to confirm that they work.

## 7. Schedule

- [1] Introduction: development environment, shortcut keys, HTML, elements of HTML5
- [2] CSS, property of CSS3
- [3] Web page with HTML5+CSS3
- [4] Foundation of JavaScript programming (development environment, how to execute)
- [5] Basic grammar of JavaScript (1) variable, data type, operator and operand
- [6] Basic grammar of JavaScript (2) control statements
- [7] Built-in objects
- [8] Function and scope
- [9] Exercise
- [10] Object-oriented programming (1) foundation of object-oriented programming, property
- [11] Object-oriented programming (2) class and constructor, method
- [12] Browser object (1) client-side JavaScript, event driven programming
- [13] Browser object (2) window object, frame, other objects
- [14] Browser object (3) form, cookie
- [15] Review and summary