

Subject Area > Course	Vendor	Course #	Description
Web Design & Development > Web Design			
Dreamweaver 8: Creating Interactive Web Pages	SkillSoft	SS_237340_eng	In the Creating Interactive Web Pages in Dreamweaver 8 course, you will learn to: • create a form in Dreamweaver 8. • add objects to a form. • process form data. • build a form in Dreamweaver 8. • create and edit behaviors. • add rollovers. • add behaviors to a page in a given scenario. • add a jump menu to your page. • use layers. • create and hide layers in a given scenario.
Dreamweaver 8: Setting up a Site and Adding Content	SkillSoft	SS_237336_eng	In the Setting up a Site and Adding Content in Dreamweaver 8 course, you will learn to: • add content to a web site in Dreamweaver 8 • set the workspace format. • customize the Dreamweaver interface. • define a local site in Dreamweaver 8. • create a new document in a given scenario. • set document preferences and properties in a given scenario. • import data to web pages in a given scenario. • create a document and add content to it. • recognize the text formatting options in the Property Inspector. • organize document content in a given scenario. • format and organize a document in a given scenario.
Dreamweaver 8: Site Maintenance and Advanced Concepts	SkillSoft	SS_237342_eng	In the Site Maintenance and Advanced Concepts in Dreamweaver 8 course, you will learn about: • advanced options and site maintenance tools • the coding features in Dreamweaver 8. • Dreamweaver's collaborative tools. • XSL to transform XML data. • adding site maps and extensions. • managing and maintaining files in a given scenario. • testing a site. • transferring files. • uploading files to a site and test a site in a given scenario.
Dreamweaver 8: Tables, Accessibility, and Standards	SkillSoft	SS_237338_eng	In the Tables, Accessibility, and Standards in Dreamweaver 8 course, you will learn about: • adding tables, accessibility features and standards to a site in Dreamweaver 8 • building tables in Dreamweaver 8. • manipulating tabular data in a given scenario. • using Layout mode to create a table. • creating and modifying tables. • Dreamweaver's accessibility features. • design standards that should be applied to a site.
Dreamweaver 8: Working with Cascading Style Sheets	SkillSoft	SS_237341_eng	In the Working with Cascading Style Sheets in Dreamweaver 8 course, you will learn about: • the features and functions of Cascading Style Sheets. • the CSS features in Dreamweaver 8. • how to create style sheets and rules. • how to modify style sheets and rules. • creating, attaching, and editing an external style sheet in a given scenario. • how to create class and advanced style rules. • how to position page content using CSS. • how to use some advanced CSS elements.
Dreamweaver CS3: Adding Links, Images, and Flash Objects in Dreamweaver CS3	SkillSoft	SS_at_dcst_a02_it_enu	Using Adobe Dreamweaver CS3 in conjunction with other products, such as Adobe Flash CS3 and Adobe Photoshop CS3, you can create web sites that are highly interactive and media rich. This course explores site navigation, linking, and asset management. Working with images, creating image maps, image optimization, and adding Flash CS3 objects to a site are also covered. Target Audience: The audience will be a range of in-training or established IT professionals who needs to learn how to use Dreamweaver without any experience of any version of Dreamweaver. Duration: 3.0 Hours. Prerequisites: Students can be expected to have basic computing and word-processing skills, familiarity with web terminology and Internet navigation, and experience working in a Microsoft Windows or Apple Macintosh environment. Students should also be familiar with HTML, XML, and JavaScript. Students will be taking the courses to acquire job skills, and to prepare for Dreamweaver CS3 Developer certification.
Dreamweaver CS3: Cascading Style Sheets in Dreamweaver CS3	SkillSoft	SS_at_dcst_a06_it_enu	Cascading Style Sheets, commonly referred to as CSS, are a set of formatting conventions allowing you to standardize and enhance the appearance of a web site. Dreamweaver CS3 provides increased CSS support, with the introduction of a new feature that identifies CSS-related browser rendering issues. Other new features related to CSS include a set of prebuilt CSS layouts complete with educational inline comments, access to the new Adobe CSS Advisor web site, and CSS management features that facilitate moving CSS rules from page to page and converting inline CSS to CSS rules. This course examines the process of creating, editing, and applying the various types of cascading style sheets and style rules. CSS visual layout tools and advanced CSS techniques are also covered. Target Audience: The audience will be a range of in-training or established IT professionals who needs to learn how to use Dreamweaver without any experience of any version of Dreamweaver. Duration: 2.0 Hours. Prerequisites: Students can be expected to have basic computing and word-processing skills, familiarity with web terminology and Internet navigation, and experience working in a Microsoft Windows or Apple Macintosh environment.
Dreamweaver CS3: Creating Interactive Web Pages in Dreamweaver CS3	SkillSoft	SS_at_dcst_a05_it_enu	Adding interactivity to web pages enhances the functionality and overall appeal of a site. Dreamweaver CS3 allows developers to increase web site interactivity by using forms and behaviors, and enables users to organize site components into layers. The application also includes the Spry framework for Ajax, allowing Dreamweaver users with no advanced programming knowledge to quickly and easily visually design and deploy interactive interfaces, including visual transitions. This course provides an overview of form creation and customization, and form data processing. Also covered are Spry widgets and effects, and creating and editing behaviors, rollover images, jump menus, and layers. Target Audience: The audience will be a range of in-training or established IT professionals who needs to learn how to use Dreamweaver without any experience of any version of Dreamweaver. Duration: 2.0 Hours. Prerequisites: Students can be expected to have basic computing and word-processing skills, familiarity with web terminology and Internet navigation, and experience working in a Microsoft Windows or Apple Macintosh environment. Students should also be familiar with HTML, XML, and JavaScript. Students

Dreamweaver CS3: Reusing Content in Dreamweaver CS3	SkillSoft	SS_at_dcst_a04_it_enus	Adobe Dreamweaver CS3 provides web developers with tools that allow them to reuse existing content and assets when developing web sites. This course explains these features, including templates, the site library, and the implementation of frames and framesets. The practice of using server-side includes to dynamically load content at runtime is also explored. Target Audience: The audience will be a range of in-training or established IT professionals who needs to learn how to use Dreamweaver without any experience of any version of Dreamweaver. Duration: 1.5 Hours. Prerequisites: Students can be expected to have basic computing and word-processing skills, familiarity with web terminology and Internet navigation, and experience working in a Microsoft Windows or Apple Macintosh environment. Students should also be familiar with HTML, XML, and JavaScript. Students will be taking the courses to acquire job skills, and to prepare for Dreamweaver CS3 Developer certification.
Dreamweaver CS3: Setting up a Site and Adding Content in Dreamweaver CS3	SkillSoft	SS_at_dcst_a01_it_enus	Adobe Dreamweaver CS3 is a web site development authoring and editing tool, suitable for personal and enterprise development environments. This course explores the concepts of creating a new site in Dreamweaver CS3, including configuring site properties and application preferences, adding content, and manipulating text. A look at the major interface elements of Dreamweaver CS3, and how to customize them, is also provided. Target Audience: The audience will be a range of in-training or established IT professionals needing to learn how to use Dreamweaver without any experience of any version of Dreamweaver. Duration: 2.5 Hours. Prerequisites: Students can be expected to have basic computing and word-processing skills, familiarity with web terminology and Internet navigation, and experience working in a Microsoft Windows or Apple Macintosh environment. Students should also be familiar with HTML, XML, and JavaScript. Students will be taking the courses to acquire job skills, and to prepare for Dreamweaver CS3 Developer certification.
Dreamweaver CS3: Site Maintenance and Advanced Concepts	SkillSoft	SS_t_dcst_a07_it_enus	Many advanced web site developers prefer the flexibility of hand coding to interface-based design. Dreamweaver CS3 offers a number of tools and options, which can be used to hand code entire sites, or customize specific page sections. This course explores these coding features, and provides basic coverage of XML and XSLT. Collaborative site design, site map creation, and Dreamweaver extensions are also covered. Following the creation of a web site, significant amounts of time are spent on testing, maintenance, and management. Dreamweaver CS3 provides features for link checking, reporting, cloaking, comparing and synchronizing files, and configuring remote access, which are also examined in this course. Target Audience: The audience will be a range of in-training or established IT professionals who needs to learn how to use Dreamweaver without any experience of any version of Dreamweaver. Duration 1.5 Hours Prerequisites: Students can be expected to have basic computing and word-processing skills, familiarity with web terminology and Internet navigation, and experience working in a Microsoft Windows or Apple Macintosh environment. Students should also be familiar with
Dreamweaver CS3: Tables, Accessibility, and Standards in Dreamweaver CS3	SkillSoft	SS_at_dcst_a03_it_enus	When designing a site, it's important that your content is structured in an intuitive and accessible manner. Creating a site layout based on tables is one method of ensuring a consistent and easy to navigate web site. This course explores how to structure a site using tables, and examines creating and manipulating tables, layout modes, and working with tabular data. Building an accessible web site that complies with international standards, and applying basic design principles to a Dreamweaver CS3 site are also covered. Target Audience: The audience will be a range of in-training or established IT professionals who needs to learn how to use Dreamweaver without any experience of any version of Dreamweaver. Duration: 2.0 Hours. Prerequisites: Students can be expected to have basic computing and word-processing skills, familiarity with web terminology and Internet navigation, and experience working in a Microsoft Windows or Apple Macintosh environment. Students should also be familiar with HTML, XML, and JavaScript. Students will be taking the courses to acquire job skills, and to prepare for Dreamweaver CS3 Developer certification.
FrontPage 2000: Advanced FrontPage	SkillSoft	SS_112291_eng	In the Microsoft Office 2000 - Advanced FrontPage course, you will learn to: • import web-site files from a network or the Web • enter HTML code in HTML view • edit and modify HTML and add a web counter • insert and position text and graphics in a web page • list the effects of themes and apply a theme to a single web page or an entire web site • generate a new theme from an existing one, modify a theme for an entire web site • add a shared border to a web site • modify a web site and insert a page banner and a navigation bar • add and edit a shared border, insert and rename a new page in Navigation view, and add a navigation bar to a web page • view page download times, optimize graphical elements for download and display, and create a custom text style • view slow pages on a web site and open a page • add a hover button and a search form to a web page • outline the features that you can specify in a form, create a form, specify a drop-down list, configure user-input storage parameters • add a form to a web page, insert and specify a text field, and specify form properties • add color and graphics to cells, insert a table within a table • center cell text and insert a background image into a
FrontPage 2000: Beginning FrontPage	SkillSoft	SS_112290_eng	In the Microsoft Office 2000 - Beginning FrontPage course, you will learn to: • identify the structure of a FrontPage web site, open and navigate FrontPage. • create a web site in FrontPage and use wizards and templates to create web sites. • apply, modify, and save a theme in FrontPage. • create a new web page using a template and view that page in different views. • import Office files into a web site and recognize the different methods for changing the title of a web page. • enhance the text in a web site using formatting, bulleted and numbered lists, and hyperlinks. • format text and create two different types of hyperlinks. • identify the different ways of inserting a table into a FrontPage web site. • create a table and modify its appearance. • recognize the different file formats that can be used in a FrontPage web site and add images to a web page. • edit images in a web page by flipping, rotating, resizing, adding beveling and text, and creating hotspots. • add and import two images into a web page and change their appearance. • add hit counters, scrolling text, transition effects, and search forms to web pages. • view and organize web sites using the different views in FrontPage. • manage web site

FrontPage 2003: Administering Web Sites	SkillSoft	SS_122100_eng	In the Administering Web Sites in FrontPage 2003 course, you will learn to: • use the Folders and Tasks views to manage a FrontPage 2003 web site. • use views to manage navigation and hyperlinks in a FrontPage 2003 web site. • use views to manage content in a FrontPage 2003 web site. • control access to FrontPage 2003 web sites. • control access to FrontPage 2003 web sites.
FrontPage 2003: Enhancing Web Sites with Advanced FrontPage 2003 Features	SkillSoft	SS_122099_eng	In the Enhancing Web Sites with Advanced FrontPage 2003 Features course, you will learn to: • enhance web sites with dynamic components using FrontPage 2003 • add dynamic components to a FrontPage 2003 web site. • add web components in FrontPage 2003. • add search functionality and top 10 lists to web pages in FrontPage 2003. • add dynamic components to a FrontPage web page. • add advanced controls to FrontPage 2003 web pages. • use advanced controls on FrontPage 2003 web pages. • use layout tools to design FrontPage 2003 web pages. • use layers to design FrontPage 2003 web pages. • create a layout table and cells for a FrontPage 2003 web page.
FrontPage 2003: Getting Started	SkillSoft	SS_121449_eng	In the Getting Started with FrontPage 2003 course, you will learn to: • distinguish between the main interface features of FrontPage 2003 and their functions. • create a web site using FrontPage 2003's web site templates and wizards. • distinguish between the different views provided by FrontPage 2003 and their functions. • create a web site using a web site template. • develop a web page in FrontPage 2003. • edit and save web pages in FrontPage 2003. • develop a web page using FrontPage 2003.
FrontPage 2003: Importing and Working with Data	SkillSoft	SS_121653_eng	In the Importing and Working with Data in FrontPage 2003 course, you will learn to: • create forms in FrontPage 2003. • work with form controls in FrontPage 2003. • process forms in FrontPage 2003. • create a user form for a FrontPage 2003 web site. • create a form in FrontPage 2003. • connect to and save form data in a database using FrontPage 2003. • save form data to a database using FrontPage 2003. • use the Database Results Wizard to display database data in FrontPage web sites. • use the Database Interface Wizard to display and edit database data in FrontPage web sites. • use the Database Interface Wizard to add database interface pages to a FrontPage web site. • recognize how to import a web site into a new site in FrontPage 2003. • recognize how to import web sites, files, and folders into existing sites and subsites in FrontPage 2003. • use the Import Web Site Wizard to import an existing web site into a FrontPage 2003 web site.
FrontPage 2003: Organizing Content Using Templates and Frames	SkillSoft	SS_122481_eng	In the Organizing Content Using Templates and Frames in FrontPage 2003 course, you will learn to: • create and save Dynamic Web Templates in FrontPage 2003. • maintain a Dynamic Web Template and its attached pages. • create a Dynamic Web Template. • use frames on a FrontPage 2003 web site. • create a frames page in FrontPage 2003. • modify frames in FrontPage 2003. • modify a frames page in FrontPage 2003.
FrontPage 2003: Structuring and Publishing Web Sites	SkillSoft	SS_122092_eng	In the Structuring and Publishing Web Sites in FrontPage 2003 course, you will learn to: • add link bars to web pages in FrontPage 2003. • add a link bar to a FrontPage 2003 web page. • add a table of contents to a FrontPage 2003 web site. • add a category-based table of contents to a FrontPage 2003 web site. • publish a web site in FrontPage 2003. • manage the publication of a web site in FrontPage 2003. • publish a web site in FrontPage 2003.
FrontPage 2003: Working with Code	SkillSoft	SS_122120_eng	In the Working with Code in FrontPage 2003 course, you will learn to: • identify the basic elements of HTML. • modify basic HTML in FrontPage 2003. • customize the appearance of HTML in FrontPage 2003. • modify HTML code in a FrontPage 2003 web page. • use advanced HTML coding features in FrontPage 2003. • recognize how to use dynamic HTML scripting and XML in FrontPage 2003. • use advanced coding to modify a FrontPage 2003 web site.
FrontPage 2003: Working with graphics, hyperlinks and tables	SkillSoft	SS_131714_eng	In the Working with graphics, hyperlinks and tables in FrontPage 2003 course, you will learn to: • add images to a web page in FrontPage 2003. • format web page graphics in FrontPage 2003. • add graphics to a web page using FrontPage 2003. • create hyperlinks in FrontPage 2003. • add hyperlinks to a web site in FrontPage 2003. • create tables in FrontPage 2003. • modify the format and content of tables in FrontPage 2003. • work with header cells, captions, and layout tables in FrontPage 2003 • create a table in FrontPage 2003.
FrontPage 2003: Working with Web Sites	SkillSoft	SS_122475_eng	In the Working with Web Sites in FrontPage 2003 course, you will learn to: • use themes in FrontPage 2003. • apply themes to a FrontPage 2003 web site. • recognize how to use styles in FrontPage 2003. • create an external style sheet in FrontPage 2003 and apply it to a web site. • apply an external style sheet to a web site. • create shared borders in FrontPage 2003. • create and edit a shared border in a FrontPage 2003 web site.
General design: Design Concepts for Web Sites	SkillSoft	SS_31587_eng	In the Design Concepts for Web Sites course, you will learn to: • outline the nature of the Web and the tools and technologies that enable it to function. • identify and explain common page layout formats and elements and their usage, and explain the importance of white space. • describe color in numeric formats and use color to convey a company's culture and industrial image. • choose fonts for a web site and discuss how to control displayed font size. • discuss the importance of audience usability, identify the elements of a usability test, and conduct a usability test. • explain why web site navigation is critical, define navigation hierarchies, analyze positional awareness, and describe how browsers control and restrict navigation. • describe web site structure, apply a navigation action plan, outline familiar conventions, and understand guided navigation. • discuss digital imaging concepts and graphic types, and how to optimize web images. • use an online image optimization service. • describe the basic use of animation, audio, and video for a web site. • describe what factors to consider when using multimedia as part of a web site. • describe the collaborative nature of web development.

General design: Introducing User-Centered Design	SkillSoft	SS_231413_eng	In the Introducing User-Centered Design course, you will learn to: • identify the goals of usability and User-Centered Design. • identify the main trends in the evolution of human-computer interaction and user interface design, and the main challenges facing User-Centered Design. • identify the main aspects of a UCD culture and the criteria for success in its development in an organization. • determine why an organization should adopt a User-Centered Design culture and how it can be achieved, given a scenario. • recognize User-Centered Design principles and best practices. • identify the business and usability factors of design, and the criteria for effective design. • determine the guidelines and factors that affect design in a given scenario.
General design: The Iterative Process in User-Centered Design	SkillSoft	SS_231434_eng	In the Iterative Process in User-Centered Design course, you will learn to: • determine recommendations for usability testing in a given scenario. • organize a focus group in a given scenario. • design a survey in a given scenario. • design a usability test and a survey, and organize a focus group in a given scenario. • analyze the results of a usability test, focus group, and survey in a given scenario. • use the iterative development model for product design in a given scenario. • analyze the results of user research and apply the iterative development model to improve product design in a given scenario.
Programming with XHTML 1.1: Advanced Concepts	SkillSoft	SS_en_US_86051_ng	The Programming with XHTML 1.1: Advanced Concepts course provides information about some advanced concepts related to Web development and working with multiple-frame applications. It also provides information about uses of Extensible Markup Language (XML) in Web development and describes creating XML documents, Document Type Definitions (DTDs), and schemas. In addition, the course provides information about valid Extensible Hypertext Markup Language (XHTML) documents and covers using XHTML with mobile devices and various types of browsers.
Programming with XHTML 1.1: Advanced Tags	SkillSoft	SS_en_US_86048_ng	This course covers basic concepts about tables, forms, and frames. The course describes the tags and their attributes to create and format tables and define column groups. The course also explains the tags used to create static forms and frames. In addition, the course covers creating menus, specifying special characters, and setting colors for a Web page. Finally, the course describes the key concepts related to internationalization.
Programming with XHTML 1.1: Basic Concepts	SkillSoft	SS_en_US_86046_ng	This course covers basic concepts about Extensible Hypertext Markup Language (XHTML). The course provides an overview of the World Wide Web (WWW) and markup languages including Standard Generalized Markup Language (SGML), Hypertext Markup Language (HTML), Extensible Markup Language (XML), and XHTML. The course also provides comparison between various markup languages. In addition, the course describes the basic tags used in XHTML.
Programming with XHTML 1.1: CSS, Metadata, RDF, & Namespaces	SkillSoft	SS_en_US_86049_ng	This course covers basic concepts about cascading style sheets (CSS). The course describes various types of CSS used to format Extensible Hypertext Markup Language (XHTML) elements. The course also provides guidelines to create CSS and handle different types of browsers. Finally, the course covers the key concepts related to metadata, Resource Description Framework (RDF), and namespaces.
Programming with XHTML 1.1: Embedded Objects and Hyperlinks	SkillSoft	SS_en_US_86047_ng	This course covers basic concepts about embedded objects and hyperlinks in Extensible Hypertext Markup Language (XHTML) documents. The course describes various XHTML tags to embed multimedia objects such as images, audio, video, and animation. The course also provides information for creating hyperlinks, bookmarks, and image maps.
Programming with XHTML 1.1: JavaScript, DOM, & Dynamic XHTML	SkillSoft	SS_en_US_86050_ng	This course explains how to incorporate JavaScript in Extensible Hypertext Markup Language (XHTML) documents. The course describes various objects, properties, methods, and events of JavaScript. In addition, the course explains various constructs of JavaScript that help in developing dynamic Web pages. The course also covers key concepts of Document Object Model (DOM). Additionally, the course describes XForms and form creation using Common Gateway Interface (CGI) scripts and Java applets.

Web Design & Development > Web Development

Digital Payments	SkillSoft	SS_212561_eng	In the Digital Payments course, you will learn about: • token and notational commerce systems. • how payments are made and validated with payment cards. • the features and processes of the SSL protocol. • the key features of the SET protocol and sequence the steps in the SET process. • how digital payment system protocols and processes are implemented in a given scenario. • how the Virtual PIN, DigiCash, CyberCash, and MicroMint digital payment systems operate and the key security and privacy issues that relate to them. • features of the PayPal, Escrow, Gator wallet, and Microsoft Passport methods. • key emerging innovations in payment cards. • the key features of smart cards, electronic checks, EFT, and mobile payments systems.
Internet Site Development	SkillSoft	SS_211520_eng	In the Internet Site Development course, you will learn: • web-site design and the elements used to create a web site • how to plan the front-end and back-end elements of a web site. • factors that contribute to effective web design. • how to perform a site functionality test. • site development plans and a testing methodology. • active content and recognize the function of Java applets and ActiveX controls. • the function of browser plugins and viewers. • different multimedia file formats. • the appropriate multimedia file format for a given scenario.

Introducing Microsoft .NET	SkillSoft	SS_31679_eng	In the Introducing Microsoft .NET course, you will learn: • the advantages of building software as a service. • the concept of a web service and describe its architecture. • the broad technologies and attributes of the .NET Framework. • the key features of the Visual Studio.NET integrated development environment. • the key features of the Common Language Runtime (CLR). • the advantages of an intermediate language and describe how the loading and execution process works. • the role of the common language specification in the Common Language Runtime and explain the advantages of managed code and type safety. • how assemblies and manifests create self-describing applications that can be easily distributed and deployed. • the .NET Framework system class hierarchy and explain how it is accessed. • the relationship between COM, COM+, MTS, and the .NET Framework. • the new forms designers for classic Windows applications (Windows Forms) and web applications (Web Forms). • the role of the open Internet standards SOAP and XML in building integrated web applications. • the new features of data access using ADO.NET. • the changes to Active Server Pages (ASP) for the .NET initiative. •
Java Programming with Java SE 6.0- Getting Started with Java	SkillSoft	SS_252344_eng	The Java Programming with Java SE 6.0: Getting Started with Java course introduces the main principles and elements of the Java language. • recognize the use of objects, classes, inheritance, and polymorphism in Java. • specify the code involved in declaring a main method and identify the command lines used to compile and run an application. • create, compile, and execute a Java application. • specify the appropriate Java lexical element to use for a given scenario. • specify the code involved in declaring primitive variables and defining literal values in Java. • specify the code used to declare and initialize Java string literals and arrays. • declare and initialize Java data types, strings, and arrays in a given scenario.
JavaScript: Language Basics	SkillSoft	SS_115406_eng	• list the benefits of JavaScript over HTML, distinguish between Java and JavaScript, and state the evolution of JavaScript. • identify JavaScript objects and features and their functions, recognize how cookies store and retrieve user information, and define actions that trigger events that are handled by JavaScript. • identify the elements of a JavaScript program, define the write and writeln methods, and describe how to incorporate a simple JavaScript program into an HTML. • incorporate a simple JavaScript program into an HTML file that uses the write method to display a message on a web page. • define the JavaScript datatypes and the functions used to manipulate them, describe how to initialize and assign values for variables, identify valid variable names, and distinguish between local and global scope for a variable. • list the basic components of JavaScript statements and define the different types of operators. • describe how to create user-defined functions, define the four types of arithmetic operations, and state how to use them in JavaScript programs. • write a simple JavaScript arithmetic function and the routine to call it. • identify the types of constructs used to create an object, recognize how to
Starting to Program with Perl	SkillSoft	SS_235075_eng	The Starting to Program with Perl course covers how to use Perl to create basic and object-oriented data-driven applications and to interact with CGI scripts and MySQL databases. • use references in a given scenario. • use subroutines and debugging in a given scenario. • code references, subroutines, and debugging in a given scenario. • use methods, inheritance, and ties in a given scenario. • use Perl modules in a given scenario. • use objects and modules in a given scenario. • create a Perl CGI Script for a given scenario. • connect to a MySQL database for a given scenario. • use Perl with SQL queries to work with MySQL databases. • complete the Perl code for a CGI script and to interact with a MySQL database in given scenarios. • identify the key modules, classes, and graphic libraries that enable Perl to work with clients, servers, and GUI-based applications
VBScript - Elements, Arrays, Procedures, and Program Flow	SkillSoft	SS_116523_eng	The VBScript - Elements, Arrays, Procedures, and Program Flow course covers the capabilities of the VBScript programming language and the use of arrays, procedures, loops, and conditional statements in a VBScript program.. • outline the implementation, use, and generation of VBScript. • identify VBScript elements. • give an account of VBScript datatypes and their conversion functions. • create and test a script. • recognize the structures of simple arrays. • give an account of dynamic arrays and array storage. • identify methods of structuring scripts effectively. • use procedures to manipulate an array. • outline how conditional statements can control script flow. • identify loop types. • control the flow of a script using conditional statements and loops.
VBScript- Functions, Core Objects, and Classes	SkillSoft	SS_116524_eng	The VBScript- Functions, Core Objects, and Classes course covers the purpose and syntax of the built-in VBScript functions and how objects and classes are implemented in VBScript. • the uses of VBScript's basic string functions. • a brief account of VBScript's searching and editing functions. • built-in string functions in a VBScript program. • VBScript's built-in array and formatting functions. • VBScript's built-in date and mathematical functions. • built-in date functions into a script. • a brief account of how objects are created and defined. • how collections and Microsoft COM objects are created and used in VBScript. • an Excel application object and enter formatted data in a range. • how VBScript classes are created and used.
Web Development Fundamentals	SkillSoft	SS_211519_eng	The Web Development Fundamentals course covers web-page development using HTML and to introduce scripting and database management and connection techniques. • recognize the HTML standards and identify common HTML editors. • identify the structure and basic elements of an HTML document. • create a basic web page. • recognize how to use hyperlinks, tables, and forms in web pages. • recognize how to use image maps and style sheets in web pages. • use advanced HTML elements to enhance a web page. • distinguish between client-side and server-side scripting and list common scripting and programming languages. • identify some of the advanced markup languages used in web development. • recognize the function of databases in Internetworking. • distinguish between different scripting languages and database technologies.
Web Services and Service-oriented Architecture	SkillSoft	SS_218846_eng	In the Web Services and Service-oriented Architecture course, you will learn about: • the advantages offered by web services. • how technologies facilitate interaction between service providers and service consumers. • the structures and components that define web services architecture. • SOA roles and the operations they perform. • the appropriate configuration for a particular web service scenario. • the steps in designing a web service.

Web Services: Using SOAP	SkillSoft	SS_218848_eng	The Using SOAP course covers how to create SOAP documents that support web services • identify the principal components of the SOAP protocol. • the structure of SOAP request and response messages. • the structure of SOAP messages for particular methods. • the steps in the processing model for extended SOAP messages. • the syntax used to transmit fault information in SOAP messages. • extend a SOAP message with headers and error handling. • the main features of the leading SOAP toolkits and the proposed standards for attaching binary information to SOAP messages.
Web Services: Using UDDI	SkillSoft	SS_218850_eng	In the Using UDDI course, you will learn about: • how the components of the UDDI information model facilitate web service discovery. • the syntax of the data structures that make up the UDDI 2.0 information model. • the syntax used to make calls using the two UDDI APIs. • calls to a UDDI registry using the UDDI publishing and inquiry APIs. • the significant changes and new features outlined by the UDDI 3.0 specification. • the major changes to the data structures in the UDDI 3.0 information model. • building UDDI data structures that adhere to the 3.0 specification.
Web Services: Using WSDL	SkillSoft	SS_218849_eng	In the Using WSDL course, you will learn about: • the roles of the major elements in a WSDL document. • the syntax used to construct abstract elements in a WSDL document. • the syntax used to construct concrete elements in a WSDL document. • building a WSDL document. • the syntax used to implement advanced WSDL features. • the syntax required for transmission primitives and advanced bindings. • the key features associated with the WSDL 2.0 specification. • the syntax used by a WSDL 2.0 document. • building up a WSDL 2.0 document.
XML APIs	SkillSoft	SS_213609_eng	In the XML APIs course, you will learn how to: • identify the node types that comprise a DOM tree structure. • use methods provided by the DOM interfaces. • use DOM methods and properties to process XML. • outline the key features of the Simple API for XML. • use the interfaces and methods of the SAX API. • process XML using SAX.
XML Language Basics	SkillSoft	SS_70151_eng	In the XML Language Basics course, you will learn about: • an overview of XML and discuss its main uses. • an overview of the different markup languages, particularly HTML and RTF. • the basic design goals and purpose of XML. • the differences between XML, SGML, and HTML. • how XML is supported in the Microsoft Internet Explorer and Netscape browsers. • the logical structure of XML documents. • how to create well-formed and valid XML documents. • the physical structure of XML documents. • the components of document type definitions (DTDs) and the rules used to create them. • how to create a document type definition (DTD). • how to use XML schemas and external document type definitions (DTDs).
XML: Advanced Schemas	SkillSoft	SS_215282_eng	In the Advanced Schemas course, you will learn to: • derive from simple and complex types. • refine datatype derivation using substitution, abstract types, and final types. • use regular expressions with the pattern facet to validate instance data. • create user-defined types. • recognize how to declare and use namespaces. • recognize how to implement namespace qualification. • identify how to use mechanisms to reuse schemas. • use namespaces and multiple schemas.
XML: Extending XML	SkillSoft	SS_213614_eng	In the Extending XML course, you will learn to: • use some W3C standards to extend XML • use XML identity constraints to implement relational database-style data integrity. • identify the roles of key SQL/XML functions. • recognize how to migrate HTML pages to XHTML. • identify the key XML elements used to construct a SOAP message and SOAP schema. • identify the syntax used to build a WSDL document. • facilitate web services by creating WSDL documents and SOAP messages. • identify the XML Encryption elements used to encrypt data. • recognize the structure of an XBRL file and how XBRL is used to process business information. • recognize how the XBRL General Ledger taxonomy is applied to XBRL documents.
XML: Structuring XML with Schemas	SkillSoft	SS_213606_eng	In the Structuring XML with Schemas course, you will learn to: • create an XML schema document. • identify the meanings of the terminology used by W3C to describe data types. • use more advanced schema features to model data accurately. • create a basic XML schema document. • identify the characteristics of the principal content models for XML.
XML: Style Sheets and Links	SkillSoft	SS_70152_eng	In the Style Sheets and Links course, you will learn about: • how style sheets work. • apply style sheets to an HTML document. • how to use selectors and declarations and how to apply style rules based on elements and attributes. • cascading style sheet (CSS) to format an XML document. • the principles of XSL Transformation (XSLT). • how XSL templates are matched with elements in an XML document. • how to use XSL Transformation (XSLT) to create a result tree. • XSL Transformation (XSLT) to transform an XML document. • the purpose of the formatting component of XSL. • the principles of XSL linking in HTML documents. • the design goals and principles of XLink. • the function and use of simple XLink, XPath, and XPointer. • extended and out-of-line links. • how web services are used and the technologies used to develop them. • the role of SOAP in building web services, the basics of the SOAP protocol, and the structure of a SOAP document. • the role of WSDL and UDDI in building web services and be familiar with their usage.