

SRM VALLIAMMAI ENGINEERING COLLEGE

(An Autonomous Institution)

SRM Nagar, Kattankulathur – 603 203

DEPARTMENT OF INFORMATION TECHNOLOGY

QUESTION BANK



VIII SEMESTER

IT8078 Web Design and Management

Regulation – 2017

Academic Year 2021-2022 (Even Semester)

Prepared by

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DEPARTMENT OF INFORMATION TECHNOLOGY QUESTION BANK

SUBJECT : IT8078 Web Design and Management

SEM / YEAR: VIII Sem / IV Year


UNIT I - WEB DESIGN - HTML MARKUP FOR STRUCTURE

Working of Web - HTML Markup for Structure - Creating simple page - Marking up text - Adding Links - Adding Images - Table Markup - Forms - HTML5

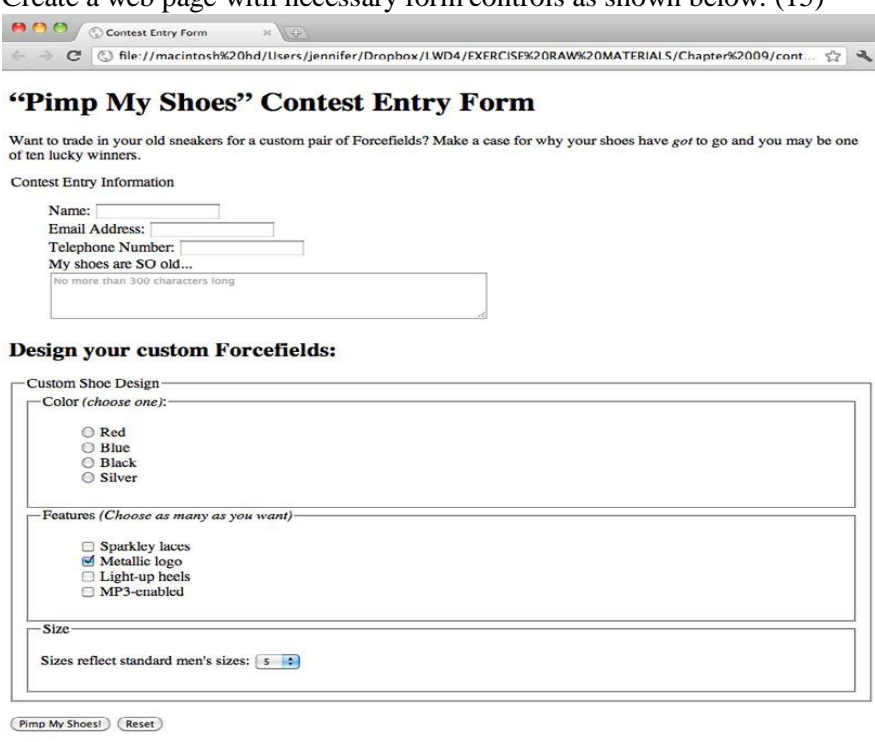
PART - A

Q.No	Questions	BT Level	Competence
1.	What is Internet?	BTL1	Remembering
2.	Define WWW.	BTL1	Remembering
3.	What is open source software?	BTL1	Remembering
4.	Define URL.	BTL1	Remembering
5.	Recall the parts of URL.	BTL1	Remembering
6.	Show the history of web.	BTL1	Remembering
7.	Infer the anatomy of a web page.	BTL2	Understanding
8.	Illustrate HTML elements.	BTL2	Understanding
9.	Summarize semantic markup.	BTL2	Understanding
10.	Compare and contrast block and inline elements.	BTL2	Understanding
11.	Identify the attributes of tag.	BTL3	Applying
12.	Organize the types of lists.	BTL3	Applying
13.	Decide whether each of these forms should be sent via the GET or POST method: A form for accessing your bank account online _____ A form for collecting long essay entries _____	BTL3	Applying
14.	Distinguish between intranets and extranets.	BTL4	Analyzing
15.	How would you mark up this comment in an HTML document so that it doesn't display in the browser window? product list begins here	BTL4	Analyzing
16.	Why is it necessary to include alternative text? Name two reasons.	BTL4	Analyzing
17.	Compare tag and element.	BTL5	Evaluating
18.	Compare Absolute URL and Relative URL.	BTL5	Evaluating
19.	Write out the recommended minimal structure of an HTML5 document.	BTL6	Creating
20.	All of the following markup examples are incorrect. Describe what is wrong with each one, and then write it correctly. <i>Congratulations!<i> <p>This is a new paragraph<\p>	BTL6	Creating

PART-B

1.	Describe about the URL and its components.(13)	BTL1	Remembering
2.	(i) Write down the steps in creating new HTML document in Notepad. (7) (ii) Recall the steps in creating new HTML document in TextEdit. (6)	BTL1	Remembering
3.	(i) List the naming conventions while naming your files. (7) (ii) What are the information that are ignored by the browser? (6)	BTL1	Remembering
4.	(i) Show the basic HTML document structure. (7) (ii) What is block and inline elements? Write in detail. (6)	BTL1	Remembering
5.	Illustrate about empty elements and attributes in detail. (13)	BTL2	Understanding
6.	Summarize about (i) Headings (6) (ii) Lists (7)	BTL2	Understanding
7.	(i) Infer the obsolete HTML 4.01 text elements. (6) (ii) Show the special characters and their character references. (7)	BTL2	Understanding
8.	Make use of the img element and its required and recommended attributes. (13)	BTL3	Applying
9.	Organize how tables are used? (13)	BTL3	Applying
10.	Analyze how forms work. (13)	BTL4	Analyzing
11.	Distinguish between HTML and XHTML? (13)	BTL4	Analyzing
12.	Examine the HTML Doctypes. (13)	BTL4	Analyzing
13.	Explain about (i) Adding a video to a page. (7) (ii) Adding audio to a page. (6)	BTL5	Evaluating
14.	Create a canvas to draw the given image in the web page. (13) 	BTL6	Creating

PART - C

1.	<p>Create a web page with necessary form controls as shown below. (15)</p> 	BTL 6	Creating
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2.	(i) Explain about datalist element with an example. (7) (ii) Assess the API's defined in HTML5. (8)	BTL 5	Evaluating
3.	Examine the audio and video formats supported by HTML5. Also write in detail about video and audio encoding tools. (15)	BTL 5	Evaluating
4.	Discover about linking within your own site. (15)	BTL 6	Creating

UNIT II - CSS AND JAVASCRIPT

CSS - Formatting text - Colours and Background - Padding, Borders and Margins - Floating and positioning - Page Layout with CSS - Transition, Transforms and Animation - Javascript - Using Java Script

PART - A

Q.No	Questions	BT Level	Competence
1.	Define CSS.	BTL1	Remembering
2.	List the benefits of CSS.	BTL1	Remembering
3.	How style sheets work?	BTL1	Remembering
4.	Recall the style sheet hierarchy.	BTL1	Remembering
5.	List the generic font family types.	BTL1	Remembering
6.	Define descendant selectors.	BTL1	Remembering
7.	Illustrate the parts of element box according to CSS box model.	BTL2	Understanding
8.	Write a note on normal flow.	BTL2	Understanding
9.	Summarize the types of positioning.	BTL2	Understanding
10.	Infer about z-index property.	BTL2	Understanding
11.	Identify the page layout approaches.	BTL3	Applying
12.	Identify the pros and cons of fixed layout.	BTL3	Applying
13.	Experiment with CSS transition property.	BTL3	Applying
14.	Analyze the element types to which transform property can be applied.	BTL4	Analyzing
15.	Discover JavaScript.	BTL4	Analyzing
16.	Examine the rules for variable naming.	BTL4	Analyzing
17.	Evaluate the window object properties and methods.	BTL5	Evaluating
18.	Assess the common event handlers.	BTL5	Evaluating
19.	Construct DOM tree for the following code, <pre><html> <head> <title>Document title</title> <meta charset="utf-8"> </head> <body> <div><h2>Subhead</h2> <p>Paragraph text with a link here.</p> </div> <div><p>More text here.</p></div> </body> </html></pre>	BTL6	Creating
20.	Compose about AJAX.	BTL6	Creating

PART-B			
1.	Describe about the basic concept of CSS. (13)	BTL1	Remembering
2.	What are the CSS font and text properties? Write in detail. (13)	BTL1	Remembering
3.	List the CSS background properties in detail. (13)	BTL1	Remembering
4.	Show the CSS box model and its related properties with neat sketch and illustration. (13)	BTL1	Remembering
5.	Infer the border-radius property with example. (13)	BTL2	Understanding
6.	Demonstrate the normal flow in CSS. (13)	BTL2	Understanding
7.	Summarize the types of positioning in CSS. (13)	BTL2	Understanding
8.	Identify the page layout type which resizes proportionally when the browser window resizes. (13)	BTL3	Applying
9.	Choose the page layout which combines the fixed and scalable areas and write it in detail. (13)	BTL3	Applying
10.	Examine the CSS transition and its properties. (13)	BTL4	Analyzing
11.	Analyze how to rotate, relocate, resize, and skew HTML elements in CSS. (13)	BTL4	Analyzing
12.	Inspect about keyframe animation and its related properties. (13)	BTL4	Analyzing
13.	Explain about adding and removing elements in DOM. (13)	BTL5	Evaluating
14.	Formulate the usage of JS library. (13)	BTL6	Creating
PART-C			
1.	Discover the categories of selectors used in CSS. (15)	BTL 6	Creating
2.	Explain about adding multiple backgrounds in CSS. (15)	BTL 5	Evaluating
3.	Compose CSS transitions. (15)	BTL 6	Creating
4.	Examine about accessing DOM nodes. (15)	BTL 5	Evaluating

UNIT III - RESPONSIVE WEB DESIGN

Sass for Responsive Web Design - Marking Content with HTML5 - Mobile-First or Desktop-First - CSS Grids, CSS Frameworks, UI Kits, and Flexbox for RWD - Designing small UIs by Large Finger - Images and Videos in Responsive Web Design - Meaningful Typography for Responsive Web Design

PART - A

Q.No	Questions	BT Level	Competence
1.	What is the command to install the Sass gem?	BTL1	Remembering
2.	Short notes on variables.	BTL1	Remembering
3.	What is Mixins?	BTL1	Remembering
4.	Show the Partial files (partials) in Sass.	BTL1	Remembering
5.	Recall about Sass comments.	BTL1	Remembering
6.	List the important points about <article>	BTL1	Remembering
7.	Infer the reason behind creating designs in a desktop-first view.	BTL2	Understanding
8.	Illustrate grid.	BTL2	Understanding
9.	Outline the features and characteristics of CSS frameworks.	BTL2	Understanding
10.	Summarize about flexbox.	BTL2	Understanding

11.	Identify the common navigation icon patterns.	BTL3	Applying
12.	Why hamburger icon is semantically correct?	BTL3	Applying
13.	Identify the advantages of the word menu.	BTL3	Applying
14.	Write a short note on using the <picture> element.	BTL4	Analyzing
15.	Discover the third-party image resizing services.	BTL4	Analyzing
16.	Analyze blurring the background of an image for reducing file size.	BTL4	Analyzing
17.	Justify why we need web fonts.	BTL5	Evaluating
18.	Once the web app opens, recommend the three steps we need to do in order to create our modular scale.	BTL5	Evaluating
19.	Calculate the relative font size for the 30 px target and 16 px context.	BTL6	Creating
20.	Create a formula to calculate relative font sizes (ems) when the font size has been set in pixels and give the descriptions of terms used in that formula.	BTL6	Creating

PART-B

1.	Describe the basic concepts of Saas for RWD. (13)	BTL1	Remembering
2.	Define vendor prefixing and write in detail about the order of vendor prefixing and automating vendor prefixing. (13)	BTL1	Remembering
3.	How to use WAI-ARIA landmark roles to increase accessibility? Describe it. (13)	BTL1	Remembering
4.	Show the creation of designs with desktop-first view and why to implement with mobile-first. (13)	BTL1	Remembering
5.	Demonstrate CSS grids along with its pros and cons. (13)	BTL2	Understanding
6.	Explain CSS frameworks in detail. Write its pros and cons. (13)	BTL2	Understanding
7.	Illustrate building a sample page with Flexbox. (13)	BTL2	Understanding
8.	Experiment with the following in detail. (i) The ideal target sizes on small UIs (7) (ii) The posture patterns and the touch zones in detail. (6)	BTL3	Applying
9.	Explain the hamburger icon and the word menu with HTML code to implement the same. (13)	BTL3	Applying
10.	Analyze the navigation patterns for RWD with example. (13)	BTL4	Analyzing
11.	Discover the Flexbox-based navigation with HTML code implementation. (13)	BTL4	Analyzing
12.	Write a detailed survey for reducing the file size in images for RWD with example. (13)	BTL4	Analyzing
13.	Explain the <picture> element and the srcset and sizes attributes. When to use <picture> and when to use srcset? (13)	BTL5	Evaluating
14.	Discuss the implementation of responsive videos with jQuery and plain JavaScript. (13)	BTL6	Creating

PART - C

1.	Formulate about Adaptive Web Design (AWD) technique. (15)	BTL 6	Creating
2.	Assess the building of a sample page with Flexbox. (15)	BTL 5	Evaluating
3.	Assess the Vector Formats with example. (15)	BTL 6	Creating
4.	Examine the meaningful Typography for Responsive Web Design. (15)	BTL 5	Evaluating

UNIT IV - WEB PROJECT MANAGEMENT

Project Life Cycle - Project Definition - Discovery and Requirements - Project Schedule and Budgeting - Running the project - Technical Documentation - Development , Communication,

Documentation - QA and testing -Deployment - Support and operations			
PART - A			
Q.No	Questions	BT Level	Competence
1.	What is the problem in a web project management?	BTL1	Remembering
2.	Outline about the scope of work.	BTL1	Remembering
3.	Identify the different components or phases of the project.	BTL1	Remembering
4.	Why discovery in web project management?	BTL1	Remembering
5.	What is a sitemap in web design?	BTL1	Remembering
6.	List some common requirements that tend to appear in projects.	BTL1	Remembering
7.	What are the questions that are common to ask in requirements gathering meetings?	BTL2	Understanding
8.	Mention any three tips for the requirements document format.	BTL2	Understanding
9.	What is the goal of the project schedule and When you can say it is a good schedule?	BTL2	Understanding
10.	Discover four key points in a change order.	BTL2	Understanding
11.	What to do in the worst case if your client simply refuses to negotiate and argues that all of the out-of-scope changes?	BTL3	Applying
12.	What are the techniques you will apply for maintaining project momentum?	BTL3	Applying
13.	When and where the proactive project management comes in?	BTL3	Applying
14.	In preparing technical documentation, what you have analyzed about the first step?	BTL4	Analyzing
15.	Outline the benefits of bringing the client into a guided decision.	BTL4	Analyzing
16.	What you have analyzed about an easy way to keep a client satisfied and confident in the project process?	BTL4	Analyzing
17.	Micro management is an ineffective project management technique. Evaluate this and justify your answer.	BTL5	Evaluating
18.	After managing a project from development through launch, you will often be asked to take the lead on providing ongoing support. So evaluate the two ways support work can be arranged.	BTL5	Evaluating
19.	Crate any four checklists for some real entries from a web content management project.	BTL6	Creating
20.	Choose any four launch-day checklist that should include every discrete step needed for launch.	BTL6	Creating
PART-B			
1.	What are the phases of project life cycle? Explain each phase with diagram. (13)	BTL1	Remembering
2.	Describe the scope of work in detail. (13)	BTL1	Remembering
3.	(i) What are the pros and cons of the agile and waterfall methodology? Explain in detail. (7) (ii) List and write a detailed note on the Preparation of Client-Ready Documents. (6)	BTL1	Remembering
4.	(i) Why discovery? Explain the Sitemap Document and Sitemap work flow in detail. (7) (ii) Define requirement in discovery. Explain about requirements and how to gather requirements for fun and profit? (6)	BTL1	Remembering

5.	Illustrate the Requirements Document Structure. (13)	BTL2	Understanding
6.	Explain in detail the Requirements Document Structure and Requirements- Writing Principles with example. (13)	BTL2	Understanding
7.	Summarize the Project Scheduling and Budgeting. (13)	BTL2	Understanding
8.	(i) Plan how to make estimation easier? (7) (ii) What defensive driving teaches us about project management? (6)	BTL3	Applying
9.	(i) Explain the Preparation of project schedule in detail. (7) (ii) If you are preparing a schedule manually and want to send it to the client, how will you Format it? (6)	BTL3	Applying
10.	(i) Examine the tricks used to Handling out-of-scope client requests. (7) (ii) Analyze the importance of Understanding Change orders. (6)	BTL4	Analyzing
11.	Discover the Negotiating out-of-scope changes with any case study. (13)	BTL4	Analyzing
12.	Examine the series of techniques you can use to maintain project momentum, force answers from reluctant clients and anticipate problems before they happen. (13)	BTL4	Analyzing
13.	(i) Explain the importance of Preparing Screen Mock-Ups. (7) (ii) Criticize the design process of a web site development project. (6)	BTL5	Evaluating
14.	Your software is only as good as the resting you perform. Create a scenario to match this statement. (13)	BTL6	Creating
PART - C			
1.	How do you know what to build and how to keep the project moving? Explain the technical documentation and its aspects. (15)	BTL 6	Creating
2.	Explain the power of checklists. (15)	BTL 5	Evaluating
3.	Review each type of documentation that you need for a successful project. (15)	BTL 5	Evaluating
4.	Discuss in detail about Creating a Testing Checklist. (15)	BTL 6	Creating

UNIT V - PROJECT CASE STUDY

Using HTML, CSS, JS or using Opensource CMS like Wordpress, design and develop a Website having Aesthetics, Advanced and Minimal UI Transitions based on the project - Host and manage the project live in any public hosting

PART - A

Q.No	Questions	BT Level	Competence
1.	Define content.	BTL1	Remembering
2.	What is content management system?	BTL1	Remembering
3.	List the types of content management system.	BTL1	Remembering
4.	What does a CMS does?	BTL1	Remembering
5.	What a CMS doesn't do?	BTL1	Remembering
6.	What is WordPress?	BTL1	Remembering
7.	Infer how safe a website on WordPress is.	BTL2	Understanding
8.	Outline the types of hooks in WordPress and mention their functions.	BTL2	Understanding

9.	Summarize the positive aspects of WordPress.	BTL2	Understanding
10.	Show the system requirements for installing WordPress.	BTL2	Understanding
11.	Apply the concept of aesthetics in web design.	BTL3	Applying
12.	Identify the elements that make a website aesthetically pleasing.	BTL3	Applying
13.	Make use of the steps to add animation in a website.	BTL3	Applying
14.	Discover the libraries and plugins for adding animation.	BTL4	Analyzing
15.	Analyze the pros and cons of using animation.	BTL4	Analyzing
16.	Examine about web hosting.	BTL4	Analyzing
17.	Deduct the steps to host a website.	BTL5	Evaluating
18.	Evaluate the publishing of website on local network.	BTL5	Evaluating
19.	Compose web hosting.	BTL6	Creating
20.	Is WordPress a hosting site? Discuss.	BTL6	Creating
PART-B			
1.	What is HTML? How will you create a responsive website using HTML? (13)	BTL1	Remembering
2.	Show the responsive design of web page using CSS. (13)	BTL1	Remembering
3.	How a web page can be designed using HTML5 layout? (13)	BTL1	Remembering
4.	Recall the use of JavaScript in front-end web design using an example. (13)	BTL1	Remembering
5.	Demonstrate about content management system for website development. (13)	BTL2	Understanding
6.	Explain about WordPress in detail. (13)	BTL2	Understanding
7.	Interpret why WordPress is the best CMS? (13)	BTL2	Understanding
8.	Identify the role of aesthetics in web design. (13)	BTL3	Applying
9.	Make use of the necessary elements to design a website with aesthetics. (13)	BTL3	Applying
10.	How do you create a minimalist design? Analyze it. (13)	BTL4	Analyzing
11.	Discover about page transitions with example. (13)	BTL4	Analyzing
12.	Examine the functions of Floating and Positioning tags with example. (13)	BTL4	Analyzing
13.	Criticize the Page Layout with Cascading Style Sheet. (13)	BTL5	Evaluating
14.	Discuss the Anatomy of a JavaScript in detail with example. (13)	BTL6	Creating
PART - C			
1.	How does a content management system works in web design? (15)	BTL 5	Evaluating
2.	Interpret the steps in designing a website using WordPress. (15)	BTL 5	Evaluating
3.	Examine about the website transitions. Illustrate with example. (15)	BTL 6	Creating
4.	Elaborate the hosting of website. (15)	BTL 6	Creating

Staff In-Charge

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