

<p>Degree Programs - "Making of simulates programs- computer games, using JavaScript"</p>
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</p> <p>"Making of simulates programs- computer games, using JavaScript"</p> <p style="margin-bottom: 0cm;">Dear Ladies/Sirs,</p> <p align="LEFT">I would like to offer you one material for educating and preparing of specialists for creating of simulate programs for computer. According to my opinion that simulate programs are coming into our lives such as the computers that♦s why it must be done - the appropriate programs for the real things of life.</p> <p align="LEFT">The course is with 5 modules. The material in these modules concerns the educational process in the schools. Module 1 and module 2 are the main techniques and instruments. These two modules are consisting the source code and detailed explanation. Next two modules/module 3 and module 4/ are the main techniques and instruments needed for creating of any program that helps for the education in the school. These two modules are consisting the source code and detailed explanation for the two games, which is helpful for the students and the teachers. I suppose that♦s the easiest way for the both the teachers and the students to learn the material. The last one ♦ the 5^{th module consist the source code and the detailed explanation for the function of the real program " Internet time clock with which the consumer♦s time in Internet for each computer will be given an account of".}</p> <p align="LEFT">The price of the educational material is :</p> <p align="LEFT">I suppose this price is not too high for you, you can start immediately to crate programs/simulate ones or games/ and you♦ll be able to offer them on the Internet.</p> <p align="LEFT">I suppose this price is not too high for you, you can start immediately to crate programs/simulate ones or games/ and you♦ll be able to offer them on the Internet.</p>

style="font-size: medium;"/>**Purpose of the course-creating of simulates programs and acquiring of new technologies with the help of Java Script programming which could be used in different kind of directions of our life/for example educational modules; tests etc./using the maximum of the capacitate of the computer.**

Adopting the principals of "OOPrograming" the most efficient way for creating of software with high quality for minimal time for work and less expenses.

I hope that my offer will interest you and you will bye the offered material from me.

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Duration: 5 modules

Work schedule for each module:

Module 1: Introducing of HTML and DHTML

Module 2: Introducing of JavaScript

Module 3: Looking and understanding the source code of the game "Air defense" or "AD", played only with the mouse. The different actions of the game are determined of the events, which are connected, with the pressing of the left button of the mouse.

Module 4: Looking and understanding the source code of the game "Underwater Marksman" played only with the keyboard. The different actions of the game are determined of the events, which are connected, with the keyboard.

Module 5: Looking and understanding the source code of the program Internet time clock with which the consumer's time in Internet for each computer will be given an account of.

Price: \$...

Paiment : via◆**WESTERN◆ UNION** or MoneyGram.

Purpose of the course:

style="text-decoration: underline;"/> Creating of simulates programs and acquiring of new technologies with the help of JavaScript programming which could be used in different kind of directions of our life/for example educational modules; tests etc./using the maximum of the capacitate of the computer.</p> <p> Adopting the principals of "OOPrograming" the most efficient way for creating of software with high quality for minimal time for work and less expenses.</p> <p> ORIGINATOR:</p> <p> Dipl. Ing. Petar Velichkov Petrov</p> <p> Bulgaria</p> <p> 3800 Kula</p> <p> "Georgi Dimitrov" Str., N:9</p> <p> e-mail: petrov_pv a yahoo.com</p> <p> </p> <p> </p> <p> Course Overview:</p> <p> Module 1: Introducing of HTML and DHTML</p> <p> I. Hyper Text Markup Language/HTML</p> <p> 1.Briefly for HTML;</p> <p> 2.HTML Fundamentals</p> <p> 3.HTML Structure</p> <p> *BGCOLOR</p> <p> *BACKGROUND</p> <p> </p>

#000000;">*TEXT</p> <p>2.2.Titels and size of the letters;</p> <p>2.3.Horizontal border lines-WIDTH;SIZE;</p> <p>2.4.Kommentary;</p> <p>2.5.Example for simple HTML document</p> <p>3.Using Graphics.The tag</p> <p>3.1.GIF and JPEG Formats</p> <p>3.2.Additional abilities of GIF-transparent background, graphics</p> <p>3.3.Image Maps</p> <p>4.Tables</p> <p>4.1.Table Tags</p> <p><TABLE>; <WIDTH>; <BORDER></p> <p><TR>; <ALIGN>; <VALIGN>; <BGCOLOR></p> <p><TD>; <CELLSPACING>; <CELLPADDING>; <WIDTH>; <HEIGHT>; <BGCOLOR></p> <p>-cell prolongation in next columns and rows</p> <p>4.2.Examples</p> <p>5.Forms</p> <p>5.1.The Tag <FORM></p> <p>5.2.Example</p> <p>II.DYNAMIC HTML-DHTML</p> <p>1.Briefly for DHTML;</p>

#000000;">2.Foundation of Dynamic HTML</p> <p>3. DHTML and Internet Explorer</p> <p>4. Examples</p> <p></p> <p>Module 2: Introducing of JavaScript</p> <p>1.JavaScript Syntax</p> <p>2.Inconstants. Defiing of the inconstant. Inconstant types.</p> <p>3.Creating new Object instances</p> <p>4.Arries</p> <p>5.Operators.Comparison operators.</p> <p>6.Conditional operators-switch; if; else</p> <p>7.Repetinng of code/cycles/-for; while; do while; break; continue.</p> <p>8.Built in objects. The objects String; Math</p> <p>9.Dialogue windows for an alert, confirmation and a prompt</p> <p>10.Supplement of JavaScript code in document.</p> <p>11.Insert of JavaScript programs</p> <p>12.Adding of JavaScript block in the section<HEAD></p> <p>13.Linking to external JavaScript files</p> <p>14.Handling functions for events connected with the keyboard and the mouse.</p> <p>15.Working with objects. What is OOP. Object types and instances.</p>

style="font-family: "Times New Roman";">16.The JavaScript Object Model.</p> <p>- JavaScript Object Properties</p> <p>- JavaScript Object Methods</p> <p>- JavaScript Object Instances</p> <p>17.Adding properties and methods to object types</p> <p>18.Deleting properties and methods.</p> <p> </p> <p>Module 3.Looking and understanding the source code of the game, played only with the mouse. The different actions of the game are determined of the events, which are connected, with the pressing of the left button of the mouse.</p> <p>Welcome in the game "AIR DEFENCE"</p> <p>The enemy airplanes attack us and we must destroy them.</p> <p>We must heal them with the mouse.</p> <p>The moving speed of enemy airplane must be choised in advance with</p> <p>pushing the buttons 1,2,3,4,5,6.</p> <p>Throudht the game you can receive a help with the button "h".</p> <p>Time of the game is 3 minutes.</p> <p>For more: "AIR DEFENCE" .</p> <p>◆</p> <p> </p> <p> </p> <p>Module 4. Looking and

understanding the source code of the game, played only with the Keyboard. The different actions of the game are determined of the events, which are connected, with the keyboard.

Welcome in the game [UNDERWATER MARKSMAN](http://peter3800.tripod.com/id8.html "UNDERWATER MARKSMAN")

Using buttons "a,d,w,x" you move the underwater.

Using button "f" you shot the moving shark.

When the shark is seeked it became dolphin and it gives you points.

If swimming air seeked underwater it takes points.

You can use button "h" for help.

Time of the game is 3 minute.

For more: [UNDERWATER MARKSMAN](http://peter3800.tripod.com/id8.html)

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Module 5. Looking and understanding the source code of the program Internet time clock with which the consumer time in Internet for each computer will be given an account of.

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Contents of the course

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1. Plan of the leading of the course named "Creating of simulates programs-games for computers with the help of JavaScript" ◆ plan_of_kurs.doc

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2. Contents of the course named "Creating of simulate programs-games for computers with the help of JavaScript" including the source code of the both games ◆ contents_of_kurs.doc - 334Kb or 41p. without the source code of the games and the explanation to it.

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small;">AD.doc- Air defence s source code 55kB or 5p.</p> <p>AD_help.doc - Air defence s source code with detailed explanations concerning the actions of the each row of the code-162kB or 21p.</p> <p>UND_MARKSMAN.doc -Underwater Marksman s source code-55kB or 9p.</p> <p>UND_MARKSMAN_help.doc -Underwater Marksman s source code with detailed explanations concerning the actions of the each row of the code.</p> <p> </p> <p>INT_CLOCK.doc - the source code of the program "Internet time clock" with which the consumer s time in Internet for each computer will be given an account of.</p> <p>INT_CLOCK_help.doc - the source code of the program "Internet time clock" with which the consumer s time in Internet for each computer will be given an account of, with detailed explanations concerning the actions of the each row of the code.</p> <p>3.Two totally valid games/ "Air defence" and "Underwater Marksman"/ are for PC wit all necessary files for their work.</p> <p>4. The program "Internet time clock" with which the consumer s time in Internet for each computer will be given an account of-totally functional</p> <p>5.Model files-12pc.</p> <p>6.Useful addresses from Internet</p> <p> </p> <p> ORIGINATOR:</p> <p></p> <p>Dipl. Ing. Petar Velichkov Petrov</p> <p></p> <p></p></p>