SEMESTER II

Name of the Programme: MCA

Course code: CSA-507

Title of course: Web Development Number of credits: 2 (2L-0T-0P) Effective from AY: 2022-23

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<u>Prerequisites</u>	Knowledge of HTML and basic of CSS; Internet Technologies &	
for the course	required protocols; object oriented programming	
<u>Objectives</u>	This course will introduce the learner to the different website	
	development technologies	
<u>Content</u>	Introduction	1 hour
	Evolution of internet & World Wide Web	
	Client-Server Architecture	
	Revisit HTML & CSS	
	Enhancing HTML & CSS	2 hours
	● HTML 5	
	● CSS3	
	Front-end Design	4 hours
	Good Design Rubrics	
	Separation of concerns for HTML & CSS; structure vs visual	
	representation	
	HTML DOM	
	 CSS Box Model, pseudo -classes & -elements, CSS animation 	
	 Adaptive & responsive design, viewport & media queries, 	
	mobile-first design	
	Introduction to a design library and/or & framework (e.g.	
	Bootstrap)	
	Client-side Scripting	8 hours
	Dynamic web pages	
	JavaScript, programming features, javascript events &	
	functions	
	Manipulating DOM	
	Beyond ECMA 4	
	Introduction to a Javascript library and framework (e.g.	
	JQuery, ReactJS)	
	HTTP & Middle-ware	3 hours
	 HTTP, Request & Response, methods & error code, headers, 	
	URL encoding & decoding	
	XML, data & XPath	
	JSON	
	Server-side Programming	6 hours
	Server instance	
	Request handling & response creation	
	HTML forms & file uploads	
	Session management & application data	
	Database connectivity	
	 Introduction to a Server-side library and/or template engine 	
	and/or framework (e.g. PHP - Laravel; JSP - Spring)	
	Advanced Web Development	6 hours
	 Model-View-Controller (MVC) & Model-View-ViewModel and 	
	others	
	 Web service architecture and micro-services 	
	 REST calls, Asynchronous JavaScript and XML (AJAX) 	
	 Independent client-server web development 	

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	Difference between Server-side vs client-side rendering
	 Introduction to Web stacks, JAM stack & full stack
	development
Pedagogy	Hands-on assignments / tutorials / peer-teaching / flip classroom/
	presentations
References/	1. Robert W. Sebesta, "Programming the World Wide Web", Pearson
Readings	Education
	2. https://www.w3schools.com/
	3. Steven Holzner, "HTML 5 Black Book"
	4. https://www.tutorialspoint.com/
	5. Frank W. Zammetti, "Modern Full-Stack Development", Apress
	6. Nader Dabit, "Full Stack Serverless", O'Reilly
Course	1. Learner will be able to make decision on what web technology to
<u>Outcomes</u>	use and for what purpose
	2. Learner will have fair idea on the popular technologies used in
	website development
	3. Learner will appreciate the architecture of web applications and
	the design decisions