Course name: Programming of web pages				
Field of study: Computer science	Type of study: Full time	Course code: E5_04, F5_04		
Course characteristics: Mandatory within the speciality of software engineering and programming web applications	Level: First (Eng.)	Year: III Semester: V		
Type of classes: lectures, laboratories	Hours per week: 2 lect, 2 lab	ECTS points: 5 ECTS		

COURSE GUIDE

AIMS

- A1. Acquainting the student with basic methods of programming of web pages.
- A2. Obtaining by the students the practical skills in construction of web pages.

PREREQUISITES

- 1 The basic knowledge in high-level programming languages and techniques used in the Internet.
- 2 The skills of the practical use of the Internet.
- 3 The skills of using different sources of information including instructions and technical documentation.
- 4 The skills of working alone and in the group..

LEARNING OUTCOMES

- EE 1 The student knows and is able to use basic tools to create and test websites.
- EE 2 The student knows the basics of HTML and cascading style sheets, and is able to use them create a user interface running in a web browser.
- EE 3 The student knows the basics of JavaScript.
- EE 4 The student is familiar with the basics of Dynamic Object Model and is able to use it to create a dynamic user interface running in a web browser.
- EE 5 The student is able to use JavaScript libraries e.g. JQuery.
- EE 6 The student knows the mode of action of the asynchronous data transfer and is able to program it in the web browser.
- EE 7 The student is able to identify "bottlenecks" of websites and knows how to remove them.
- EE 8 The student is able to define key risks associated with web pages, and knows how to counteract them.

CONTENT

Lectures		Hours
Lect. 1	Introduction to web programming.	2
Lect. 2	Client-server architecture and basic programming technologies in web	2

	design.	
Lect. 3	Introduction to HTML.	2
Lect. 4	Cascading style sheets CSS part. 1.	2
Lect. 5	Cascading style sheets CSS part. 2.	2
Lect. 6	Introduction to programming in JavaScript man. 1.	2
Lect. 7	Introduction to programming in JavaScript man. 2.	2
Lect. 8	Object-Oriented Programming in JavaScript.	2
Lect. 9	Object model of websites (DOM).	2
Lect. 10	Event-driven programming in JavaScript.	2
Lect. 11	JQuery library part. 1.	2
Lect. 12	JQuery library part. 2.	2
Lect. 13	Asynchronous data transmission - AJAX.	2
Lect. 14	Optimization of websites.	2
Lect. 15	Security of websites.	2
Laborator		
Laborator		Hours
ies		Hours
	Getting familiar with Microsoft Expression Web.	Hours 2
ies	Getting familiar with Microsoft Expression Web. Getting to know development tools available in web browsers.	
ies Lab. 1	·	2
ies Lab. 1 Lab. 2	Getting to know development tools available in web browsers.	2 2
ies Lab. 1 Lab. 2 Lab. 3	Getting to know development tools available in web browsers. Creating a static web page in HTML.	2 2 2
Lab. 1 Lab. 2 Lab. 3 Lab. 4	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS.	2 2 2 2
ies Lab. 1 Lab. 2 Lab. 3 Lab. 4 Lab. 5	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS. Creating graphical layout with CSS.	2 2 2 2 2 2
ies Lab. 1 Lab. 2 Lab. 3 Lab. 4 Lab. 5 Lab. 6	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS. Creating graphical layout with CSS. Introduction to JavaScript.	2 2 2 2 2 2 2
Lab. 1 Lab. 2 Lab. 3 Lab. 4 Lab. 5 Lab. 6 Lab. 7	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS. Creating graphical layout with CSS. Introduction to JavaScript. Debugging JavaScript with the use of the tool FireBug Mozilla.	2 2 2 2 2 2 2 2
Lab. 1 Lab. 2 Lab. 3 Lab. 4 Lab. 5 Lab. 6 Lab. 7 Lab. 8	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS. Creating graphical layout with CSS. Introduction to JavaScript. Debugging JavaScript with the use of the tool FireBug Mozilla. Object-Oriented Programming in JavaScript.	2 2 2 2 2 2 2 2 2
Lab. 1 Lab. 2 Lab. 3 Lab. 4 Lab. 5 Lab. 6 Lab. 7 Lab. 8 Lab. 9	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS. Creating graphical layout with CSS. Introduction to JavaScript. Debugging JavaScript with the use of the tool FireBug Mozilla. Object-Oriented Programming in JavaScript. Dynamic Object Model. Creating dynamic web pages. Using JQuery library Part 1.	2 2 2 2 2 2 2 2 2 2
ies Lab. 1 Lab. 2 Lab. 3 Lab. 4 Lab. 5 Lab. 6 Lab. 7 Lab. 8 Lab. 9 Lab. 10	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS. Creating graphical layout with CSS. Introduction to JavaScript. Debugging JavaScript with the use of the tool FireBug Mozilla. Object-Oriented Programming in JavaScript. Dynamic Object Model. Creating dynamic web pages. Using JQuery library Part 1. Using JQuery library Part 2.	2 2 2 2 2 2 2 2 2 2 2
Lab. 1 Lab. 2 Lab. 3 Lab. 4 Lab. 5 Lab. 6 Lab. 7 Lab. 8 Lab. 9 Lab. 10 Lab. 11 Lab. 12 Lab. 13	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS. Creating graphical layout with CSS. Introduction to JavaScript. Debugging JavaScript with the use of the tool FireBug Mozilla. Object-Oriented Programming in JavaScript. Dynamic Object Model. Creating dynamic web pages. Using JQuery library Part 1. Using JQuery library Part 2. Basics of AJAX.	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
Lab. 1 Lab. 2 Lab. 3 Lab. 4 Lab. 5 Lab. 6 Lab. 7 Lab. 8 Lab. 9 Lab. 10 Lab. 11 Lab. 12	Getting to know development tools available in web browsers. Creating a static web page in HTML. Modifying the appearance of the page with CSS. Creating graphical layout with CSS. Introduction to JavaScript. Debugging JavaScript with the use of the tool FireBug Mozilla. Object-Oriented Programming in JavaScript. Dynamic Object Model. Creating dynamic web pages. Using JQuery library Part 1. Using JQuery library Part 2.	2 2 2 2 2 2 2 2 2 2 2 2 2 2

TEACHING TOOLS

1. – lectures using multimedia presentations	
2. – laboratory on computer stations	
3. – exemplary applications in selected programming techniques	
4. – laboratory guides	
5. – software for programming and testing websites	

LITERATURE

Steven M. Schafer, HTML, XHTML, and CSS Bible, 5th Edition, Wiley 2010	
Eric Meyer, Smashing CSS: Professional Techniques for Modern Layout, Wiley 2010	
Richard York, CSS Instant Results, Wiley 2006	
Karl Swedberg and Jonathan Chaffer, Learning jQuery 1.3, Packt Publishing, 2009	
C. Luthra and D. Mittal, Firebug 1.5: Editing, Debugging, and Monitoring Web Pages, Packt	
Publishing 2010	
Dave Crane and Eric Pascarello and Darren James, Ajax in Action, Manning Publications, 2005	

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ADDITIONAL NOTES

Links to course unit teaching materials can be found on the http://iisi.pcz.pl/ website.