Course Title	Software Development – Web Development	
Module Title	SD00	
Course Code	SD01	
Course Prerequisites	CS01	
Course Description	This course is intended for a learner who aspires to gar of designing a website and seeks to become a profession developer. The course first highlights the fundamental related to developing a website and provides hands-on front-end development and styling languages, such as respectively. The trainees will then explore and use the programming language such as <i>JavaScript</i> to design at user-friendly web application. Following that, they will side scripting with <i>PHP</i> programming language and as skills to persistently store data in the database engine, <i>MySQL</i> database. The course also arms learners with the professionally use content management systems, such and <i>Joomla</i> to develop industry-standard websites.	onal web terminologies a-training on HTML and CSS e client-side n interactive and ll perform server- s well gain the including he skillset to
Learning Outcomes	 Upon successful completion of this course, the trainee Illustrate their website development skills included web design principles to showcase their understroncepts Competently design websites' user interface and style it accordingly Integrate the front-end technologies with backstorage during the development process Develop responsive, user-friendly and professing commercial purposes Distinguish between poorly designed websites professionally developed ones to provide valuative web designers 	ading the core standing of the and proficiently end or persistent onal websites for and
Course Content		
	Торіс	Duration (Week)
1. The Basics		1-2
1.1.Overview of the Internet		
1.1.1. The World Wide Web (WWW)		
1.1.2.	Client-Server Architectural Overview of WWW	
1.1.3.	Browser and Web Server	
1.1.4.	Document Types and MIME	

	1.1.5. Uniform-Resource Locators (URLs)	
	1.1.6. Domain Name System (DNS)	
	1.2. TCP/ IP Protocols	2-3
	1.2.1. General description of the TCP/IP protocols	
	1.2.2. TCP/IP services	
	1.2.3. Components of TCP/IP, UDP, ICMP	
	1.2.4. Overview of HTTP Protocol	
	1.2.5. What is HTTP?	
	1.2.6. HTTP Methods	
	1.2.7. HTTP Messages	
	1.3. HTTP Request Model	
1.	Web Design and Development Processes	3-4
	1.1. Gathering requirements	
	1.2. Information organization and architecture	
	1.3. Information Visualization	
3.	Introduction to Hyper Text Markup Language (HTML)	5-6
	3.1. Introduction to Markup Languages	
	3.2. Document Object Model (DOM) of HTML	
	3.3. Headings, Paragraph and Breaks	
	3.4. Formatting Text	
	3.5. Working With List	
	3.6. Working with Graphics	
	3.7. Anchors, URLs and Image Maps	
	3.8. Tables	
	3.9. HTML Frames	
	3.10. HTML Forms	
	3.11. ActiveX Objects and Applets	
	3.12. Special HTML Elements	
	3.13. Page Layout and Design Considerations	
4.	Cascading Style Sheets (CSS)	7-8
	4.1. CSS Basics	
<u> </u>		1

4.2. Style Sheet Rules	
4.3. CSS Selectors	
4.4. Style Properties	
4.5. Font and Text properties	
4.6. Foreground and Background properties	
4.7. Layout and Positioning Properties	
4.8. Type of CSS Styles	
4.8.1. Inline	
4.8.2. Embedded	
4.8.3. External	
4.8.4. Imported	
4.9. Style Inheritance	
4.10. Style Rules Precedence	
4.11. Style Sheet Layers	
5. Client-Side Scripting Language - JavaScript	9-10
5.1. Introduction	
5.2. Client-Side Scripting Using JavaScript	
5.2.1. Introduction to JavaScript	
5.2.2. JavaScript Basics	
5.2.3. Variables, Expression, Control Structure, Array, Functions	
5.2.4. Handling Events and Exception Handling	
5.2.5. User Inputs: Form Processing	
5.2.6. Java script Functions	
5.2.7. Cookies and Hidden Fields	
5.3. Dynamic HTML (DHTML)	
5.3.1. Introduction	
5.3.2. Dynamic Styles	
5.3.3. Dynamic Content	
5.3.3. Dynamic Content5.3.4. Positioning and Animation	

1.1. Web services	
. Advanced Topics on Web Engineering Basics	13-14
Course Content	Duration (Week)
Web Development - PART II: Advanced Web Develop	pment
6.7. XML Core Technologies	
6.6. XML Schema	
6.5. Defining Attributes and Entities	
6.4. Data Elements	
6.3. Document Type Definition	
6.2. XML Components	
6.1. Overview of XML	
5. Introduction to Extensible Markup Language (XML)	11-12

		(Week)
1.	Advanced Topics on Web Engineering Basics	13-14
	1.1. Web services	
	1.2. Semantic Web	
	1.3. RSS and ATOM	
	1.4. Captcha	
	1.5. Workflow Languages	
2.	Server-Side Scripting Basics	14-15
	2.1.Introduction to server-side scripting	
	2.2.Server-side scripting languages	
	2.3.Use Basic Syntax	
	2.4.Send Data to the Web Browser	
	2.5.Write Comments	
	2.6.Utilize Variables	
	2.7.Manipulate Strings	
	2.8.Manipulate Numbers	
	2.9. Work with constants	
3.	HTML Forms and Server-Side Scripting	16-18
	3.1. Use Conditionals and Operators	
	3.2. Validate Form Data	
	3.3. Send Values to a Script Manually	
	3.4. Work with Forms and arrays of data	

	2.5	II F 1 WI. I. I	
	3.5.	Use For and While Loops	
	3.6.	Create a Simple Form using PHP	
	3.7.	Receive Data from a Form in PHP	
	3.8.	Introduction to regular expressions	
4.	Files a	nd Directories	18-19
	4.1.	Write to Files	
	4.2.	Read from Files	
	4.3.	Create Directories	
	4.4.	Upload Files	
	4.5.	Rename and Delete Files and Directories	
5.	Conne	cting to MySQL Database	19-20
	5.1.	Connect to an existing Database	
	5.2.	Send Data to a Database	
	5.3.	Retrieve Data from a Database	
	5.4.	Modify Existing Data	
	5.5.	Remove Existing Data	
	5.6.	Data base security using server-side scripting	
6.	Cookie	es and Sessions	20-21
	6.1.	Describe the stateless model	
	6.2.	Explain the concepts of maintaining state with sessions	
	6.3.	Create and Read data from sessions	
	6.4.	Putting PHP session IDs in pages	
	6.5.	Create and Read data from Cookies	
	6.6.	Destroy a session	
	6.7.	Maintain session data using Cookies	
	6.8.	Add Parameters to a Cookie	
	6.9.	Delete a Cookie	
7.	7.1.	nt Management System (CMS) Platforms WordPress CMS	22-24
	7.2.J	Joomla CMS	
Assessment Criteria The trainees are fully assessed based on their practical competency of the course and are expected to demonstrate such skills at the highest level with innovative and creative elements involved.		lls at the highest	

Trainer's Role	Providing hands-on training; assigning individual and group projects and tasks, evaluating learners' work and providing constructive feedback accordingly; following learners' progress regularly; and arming the trainees with relevant practical skills	
Students' Role	Attending classes; practically illustrating mastery of the daily sessions and topics; working on and demonstrating the projects and tasks assigned to them; actively requesting for feedback and asking for clarification as needed and as often as possible; engaging in group discussions; undertaking real-world problem-solving innovative projects with real social impacts under the trainer's guidance and the institute's close supervision.	
Required Software & Hardware	MS Visual Studio Code IDE, Adroid Studio IDE & PCs	
References	 Chris, N. (2018). The Full Stack Developer: Your Essential Guide to the Everyday Skills Expected of a Modern Full Stack Web Developer Eric, F. (2017). Head First HTML and CSS: A Learner's Guide to Creating Standards-Based Web Pages Niederst, R. (2018). Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics Stephen, B. (2017). JavaScript: JavaScript for Beginners - Learn JavaScript Programming with Ease Matt, S. (2019). Laravel: Up & Running: A Framework for Building Modern PHP Apps Vasan, S. (2017). Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node Sanjib, S. (2017). Beginning Laravel: A beginner's guide to application development with Laravel 5.3 Steve, P. (2016). Learn PHP 7: Object Oriented Modular Programming using HTML5, CSS3, JavaScript, and XML Nixon, R. (2018). Learning PHP, MySQL & JavaScript: With jQuery, CSS & HTML5 Adrian, W., Steve, P. (2018). Practical PHP 7, MySQL 8, and MariaDB Website Databases: A Simplified Approach to Developing Database-driven Websites 	