

# Web Engineering & Development (SWE 363)

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Activity ~15 mins

## Knowing each other

- Name, Major
- What is something interesting about you?

# Course Learning Outcomes:

By the end of this course you will be able to :

1. Identify candidate **tools and technologies** for developing web applications.
2. Recognize the **social impact and professional** responsibility towards web applications.
3. Conceptualize and recognize **design principles** in building front-end and back-end web applications.
4. **Build and publish** cross-platform, data-driven, and dynamic web applications.
5. Incorporate best practices to boost the **sustainability, usability, and accessibility** of web applications.

So ..

# What is the web?

*aka World Wide Web or WWW*

# The web

*A vast network of interconnected documents and resources, accessible via the **internet**, that allows users to share and access information globally.*



# What technologies makes the web possible?

# What technologies makes the web possible?

Internet

HTTP

Servers

Clients

HTML

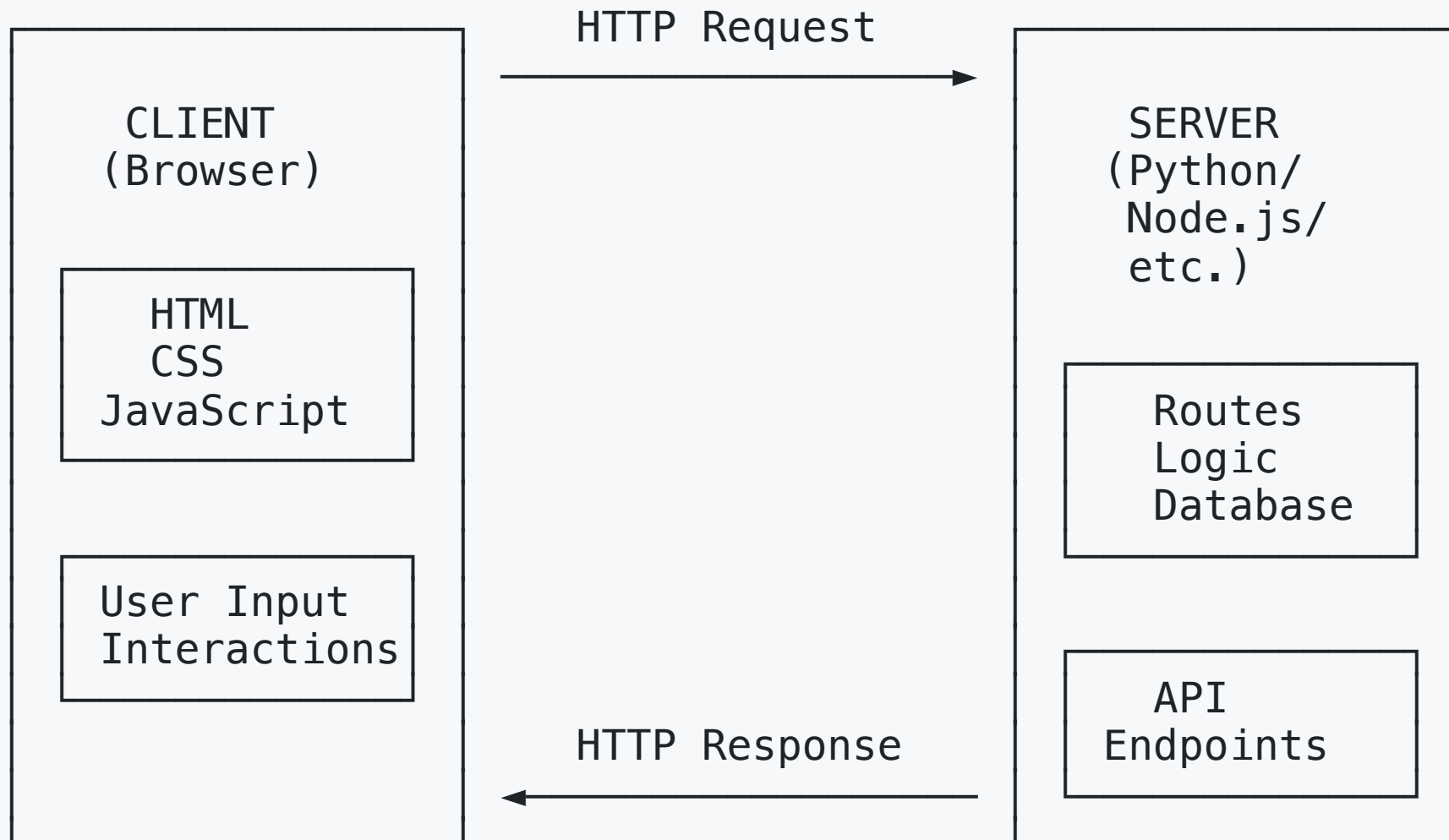
URLs

# What makes a web application?

A web application is a software application that runs on a **web server** and is accessed through a **web client**.



# Architecture of a simple web app



Activity ~10m

**[github.com/Web-Engineering-KFUPM/web\\_course\\_main](https://github.com/Web-Engineering-KFUPM/web_course_main)**

- visit the link
- Star the repository
- Explore the repository
- Read the syllabus
- Ask questions

Demo ~30m

## Building a real web app

- Go to our repo (also found in BB)
- Clone the project
- Run the starter
- Complete the code
- Push to Github

# Next Class

- History of the web
- HTML, CSS & JS
- Infrastructure of the web