Pemrograman Web

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Pemrograman Web : 3 SKS

Kehadiran 5%	**UTS : 25%**
Tugas & Quiz : 40%	**UAS : 30%**

Persyaratan Skill:

- Mampu mengoperasikan Komputer

Materi

1. Pengantar Web Programming
2. HTML 1
3. HTML 2
4. HTML5 dan Desain Web
5. CSS 1
6. CSS 2
7. CSS Layout & Animation 1

UTS

8. CSS Layout & Animation 2
9. JavaScript 1
10. JavaScript 2
11. JavaScript ES6
12. Pengantar RWD
13. RWD - Bootstrap
14. Presentasi Project

UAS

Tools

1. Paket Software Web
   1. **XAMPP**
   2. Laragon
   3. Linux: Apache 2
2. Editor: **Visual Code** / Sublime 3 / Notepad ++
3. Browser: **Chrome/Firefox**/Opera/Safari
4. Repository: **Github** / Gitlab
5. Online Code: **http://sololearn.com** , https://html-css-js.com
6. Online Tutorial:
   1. https://www.w3schools.com
   2. https://www.tutorialspoint.com/html/index.htm

Referensi Buku

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- N. Jennifer, Learning Web Design A Beginner's Guide to HTML, CSS, JAVASCRIPT, Oreilly, 2018

- Ben Frain, Responsive Web Design with HTML5 and CSS: Develop future-proof responsive websites using the latest HTML5 and CSS techniques, Packt Publishing Ltd, 2020.

- Robbins JN, Learning Web Design, OReilly,2018

- Kadir, Abdul, Pemrograman Web Andi Offset, 2002

About Me

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  https://www.youtube.com/channel/UCNvtUNFse4Vz6Uj3_0bB-Vg