

Unit I

Internet, Growth of Internet, Anatomy of Internet, APRANET and Internet history of the World Web, Basic Internet Terminology, Network technologies (broadcast, point to point, LAN, MAN, WAN, Internet, connection Oriented and connection less), Network Topologies, OSI Model and TCP/IP, Types of transmission Media, Packet Switching (datagram approach and Virtual circuit approach).

Unit II:

HTML:

Evolution of Web: Web 1.0: Hypertext & linking documents, HTTP, Client-Server, peer-to-peer; Web Browser (Lynx, Mosaic, Netscape, Internet Explorer, Firefox, and Safari, the mobile web); Impact: Opportunities & Challenges. Web 2.0: From 1.0 to 2.0; Framework; Technologies: Client-side & server-side; Web 2.0 development technologies; Examples: social networking sites, blogs, wikis, video sharing sites, hosted services (web services, location-based services), web applications, mashups & folksonomies; Practical Usage. Web 3.0: From 2.0 to 3.0; Semantic Web: What, How, Why; From Web 3.0 to Web 4.0. XML.

1. Introduction to Html (tags & elements)
2. Intermediate Html (forms, table)
3. Push files on github (optional)

Unit III

CSS

1. Introduction to Css (internal, external, selectors, classes, ids)
2. Intermediate css (display, position, typography)
3. Bootstrap (optional)

Unit IV

Web Development: Phases; Web Page, Website, and Web Application: Example, Technology Framework for development. Client-side technology: HTML (HTML 5). Client-side scripting: JavaScript. Server-side technology: PHP. Server-side scripting: Server-side JavaScript. Web application development frameworks: Django & Ruby on Rails. Web Database: Database Connectivity: JDBC, ODBC; Database-to-web connectivity.

1. Introduction to JavaScript (ES6)
2. Intermediate JavaScript. (Control statement, Loops)
3. DOM (document object model)
4. JQuery (optional)

Unit V

Client-server Archi

1. Intro to Backend WebD
3. ExpressJs
4. RestAPIs(get,post)
5. Ejs (optional)

Unit VI

1. Intro to Databases
2. Mongodb
3. Mongoose