UPES

1. **Name of the Faculty: J. Dhiviya Rose**   **Course Code: CSEG 7111**
2. **Course: Web Technologies Lab**   **L: 0**
3. **Program   : MCA**   **T: 0**
4. **Target   : Level 2**   **P: 1   C: 1**

COURSE PLAN

Target	45% (marks)
Level-1	35% (population)
Level-2	45% (population)
Level-3	50% (population)

1. **Method of Evaluation**

UG/PG
Viva voce and Quiz (50%)
Continuous Assessment and Record (50%)

2. **Passing Criteria**

Scale	PG ✔	UG
Out of 10 point scale	SGPA – "6.00" in each semester CGPA – "6.00" Min. Individual Course Grade – "C" Course Grade Point – "4.0"	SGPA – "5.0" in each semester CGPA – "5.0" Min. Individual Course Grade – "C" Course Grade Point – "4.0"

*for PG, passing marks are 40/100 in a paper
*for UG, passing marks are 35/100 in a paper

3. **Pedagogy**
   - Synchronous Mode with demonstration.
   - Regular Communication for Tests/Quizzes/Vivas will be ensured by the faculty through email or LMS announcements/ email ids.
   - Students are evaluated under two main categories (1) Performance (via efficient design and implementation) and record, and (2) Preparation of the student evaluated via viva-voce /quiz.

Signature of HOD/Dean   **Signature of Faculty**
Date: **Date:**

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GUIDELINES TO STUDY THE SUBJECT

Instructions to Students:

1. Go through the 'Syllabus' in the LMS section of the website in order to find out the Reading List.
2. Get your schedule and try to pace your studies as close to the timeline as possible.
3. Get your on-line lecture notes (Content, videos) at Lecture Notes section. These are our lecture notes. Make sure you use them during this course.
4. Check your LMS regularly
5. Go through each lab activity manuals posted regularly.
6. Create a report for each activity in the given format available @LMS and submit in the link before the due date.
7. Check mails and announcements on LMS.
8. For each lab activity follow the instruction provided in the lab manuals.
9. Keep updated with the posts, assignments and examinations which shall be conducted on the LMS.
10. Be regular, so that you do not suffer in any way.
11. C**ell Phones and other Electronic Communication Devices:** Cell phones and other electronic communication devices (such as Blackberries/Laptops) are not permitted in classes during Tests or the Mid/Final Examination. Such devices MUST be muted in the class room.
12. **E-Mail and online learning tool:** Each student in the class should have an e-mail id and a pass word to access the LMS system regularly. Regularly, important information – Date of conducting vivas, will be informed via online learning tool. The best way to arrange meetings with us or ask specific questions is by email and prior appointment. All the assignments/tests/quizzes will be uploaded on online learning tool LMS.
13. This much should be enough to get you organized and on your way to having a great semester! If you need us for anything, send your feedback through e-mail dhiviyarj@ddn.upes.ac.in. Please use an appropriate subject line to indicate your message details.

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RELATED OUTCOMES

1. **The expected outcomes of the Program are:**

PO1	Computational Knowledge: Apply knowledge of computing fundamentals and domain knowledge.
PO2	Problem Analysis: Identify, formulate and solve complex computing problems reaching substantiated conclusions.
PO3	Development of Solutions: Design and evaluate solutions for complex computing problems with appropriate consideration.
PO4	Investigations of complex Computing problems: Use research-based knowledge and research methods for analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
PO5	Modern Tool Usage: Create, identify and apply appropriate techniques, resources, and modern computing tools to complex computing activities.
PO6	Professional Ethics: Understand and commit to professional ethics and cyber regulations for professional computing practices.
PO7	Life-long Learning: Identify the need and have the ability, to engage in independent learning as a computing professional.
PO8	Communication Efficacy: Communicate effectively with the computing community, and with society.
PO9	Individual and Team Work: Function effectively in diverse teams and in multidisciplinary environments.
PO10	Innovation and Entrepreneurship: Identify a timely opportunity and using innovation to pursue that opportunity.
PO11	Research Skill - Extract information through literature survey and experiments, apply appropriate research methodologies, techniques and tools, design, conduct experiments, analyze and interpret data, contribute individually/in group(s) to the development of scientific/technological knowledge in one or more domains of computer applications.
PO12	Independent and Reflective Learning - Observe and examine critically the outcomes of one's actions and make corrective measures subsequently, and learn from mistakes without depending on external feedback.

2. **The expected outcomes of the Specific Program are: (upto3)**

PSO1	Apply the knowledge of AI to find solutions for real-life application.
PSO2	Domain Specific Learning and Contribution: Students will be able to design hardware or software solutions in AI, Imaging, Analytics and Security Domains Computer Science basics. Able to contribute in digital and technical transformation of society through humanized product development.

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3. **The expected outcomes of the Course are: (minimum 3 and maximum 6)**

CO1.	Learn markup languages HTML and scripting languages JavaScript
CO2.	Identify the basic PHP programming structures
CO3.	Develop real world object-oriented concepts using PHP
CO4.	Develop interactive web based program with database connectivity

4. **Co-Relationship Matrix**
   Indicate the relationships by1- Slight (low) 2- Moderate (Medium) 3-Substantial (high)

Program Outcomes / Course Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CO 1		2	2	2			2					
CO 2		2	2	2			2					
CO 3		2	2	2			2					
CO 4		2	2	2			2					
Average		2	2	2			2					

   1=weakly mapped   2= moderately mapped   3=strongly mapped

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OVERVIEW OF COURSE DELIVERY/BROAD PLAN OF COURSE COVERAGE

Course Activities:

Experiment 01 - HTML: To design the web pages in HTML using Lists, Tables, Images, Forms and Frames.

Experiment 02 - JavaScript: To develop simple dynamic web pages to validate data using messages and confirmations.

Experiment 03 - Arrays and Functions in JavaScript: To develop simple web pages using input and output statements, functions and arrays.

Experiment 04 - Exception Handling: To develop simple web programs with exception handling.

Experiment 05 - PHP Basics: Installation of PHP and use of basic control structures.

Experiment 06 - String Manipulation in PHP with Form Validation: To develop web pages using PHP to perform String Manipulations and Form Validations.

Experiment 07 - Classes and Objects in PHP: To develop simple web pages to understand the concepts of classes and objects.

Experiment 08 - File Operations in PHP: To develop programs to perform the various file operations in PHP.

Experiment 09 - Exception Handling in PHP: To develop simple programs to understand the concept exceptional handling in PHP.

Experiment 10 - Database Connectivity: To develop simple programs to connect the webpages with the database.

Experiment 11 - Content Management Tools: To work with any one of the content management tool.