

A photograph of the TU Delft campus under a blue sky with white clouds. In the foreground, there's a modern building with a grey facade and a red brick walkway. In the middle ground, a large green lawn with several trees and a paved path. In the background, a tall, modern glass building with a red vertical stripe and a clock tower is visible.

CSE1500

Web & Database Technology

Claudia Hauff

cse1500-ewi@tudelft.nl

A screenshot of a GitHub repository page. At the top, there are navigation links: Code, Issues (22), Pull requests (0), Actions, Projects (0), and Security. Below these are buttons for Branch: master, Web-Teaching / README.md, and a search bar. The main content area shows a file named 'README.md' with a commit history from 'chauff' updating it. It lists 6 contributors with their profile pictures. Below the file details are statistics: 430 lines (330 sloc) and 34.5 KB. A red arrow points from the text 'add an issue if you encounter a problem' to the 'Issues' link at the top.

CSE1500: Web and Database Technology

build passing

The Web technology materials and resources of the 2019/20 Web and Database Tech listed here.

They were initially created for the 2018/19 edition of the course. Lectures with a 🚧 the 2019/20 edition and small changes are possible.

The database materials (lectures/assignments) are not included here! You can find them many code examples in the web technology lectures we opted to maintain the material.

Table of Contents

- Course instructors
- Web technology course book
- Tooling
 - Recommended
 - Required
- Course grading
- Course topics
- Web technology tutorials
- Sample exams

all available
right now;

linked to
from Brightspace

A screenshot of a web-based game titled 'Exploding balloons'. The title has a star icon. Below it, it says 'A two player word game' and '15 days ago'. There are three tabs: Raw, Blame, History. On the right side, there is a large red button labeled 'PLAY' inside a grey circle. The background is dark grey.

demo
project

World Wide Web vs. Internet

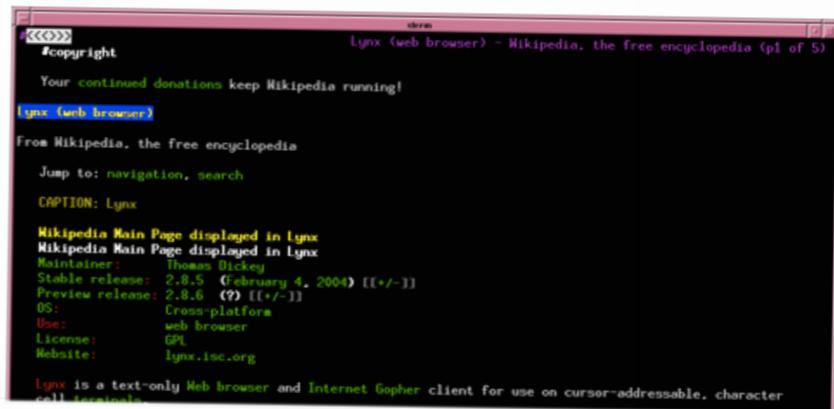
A brief history of the web

The vision of the World Wide Web was already developed in the 1940s by Vannevar Bush, an American engineer who described his idea of a *memex* (a combination of memory and index) in the article [As We May Think](#). The web can simply be described as a system of interconnected hypertext documents, available via the Internet.

In the 1960s, the first steps from vision to reality were made by DARPA, the Defense Advanced Research Projects Agency of the US department of defense. The so-called ARPANET was built for mail and file transfer and designed to withstand the loss of a portion of the network; as long as some connections remain, the remaining connected parties should still be able to communicate.

It took about 30 years before the Internet was opened to the public (in the late 1980s) and among the first non-military participants were universities and organizations such as [CERN](#), the European Organisation for Nuclear Research. In fact, at CERN, Tim Berners-Lee created the World Wide Web: he was the first to successfully implement client-server communication on the Internet via the hypertext transfer protocol (or HTTP). Tim Berners-Lee remains an important figure in the web community today, in fact, he is the [current director of the Word Wide Web Consortium](#).

In the early days of the web, browsers looked nothing like they do today; one of the earliest one was Lynx, a text-based browser. Here is an example of such a text-based browser, [Lynx](#), which you can still use today:



lecture
transcripts

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

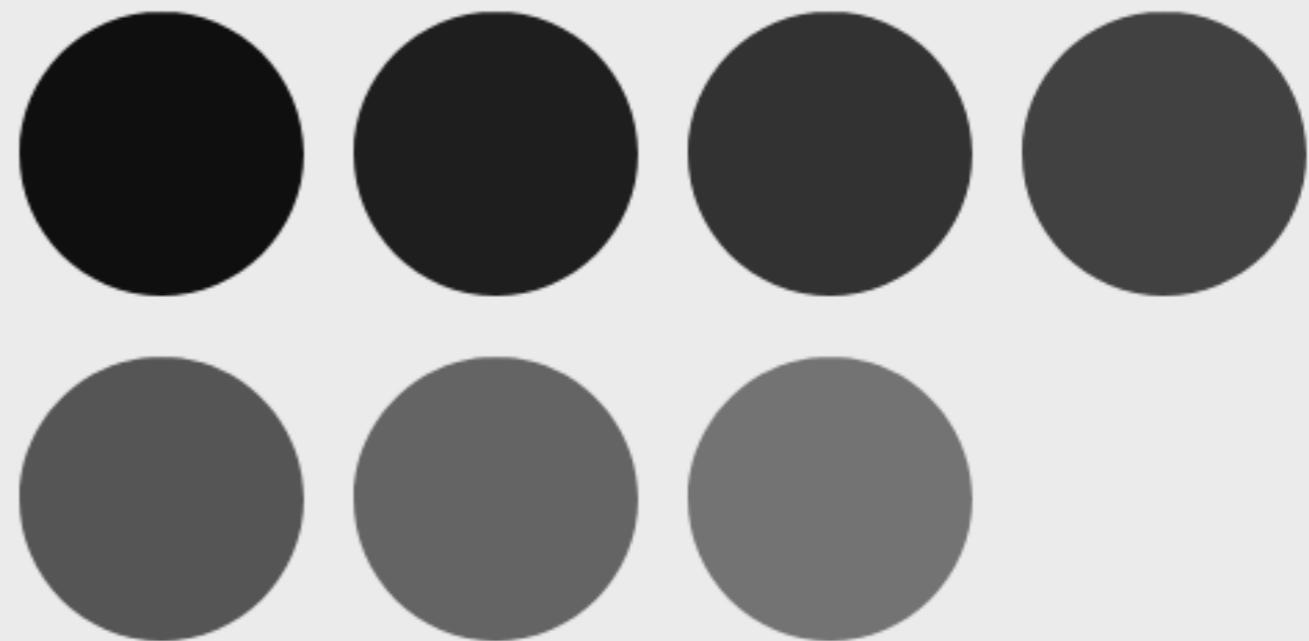
W

X

Y

Z

#####



If you are stuck, look at the example code!!



Learning Web App Development

BUILD QUICKLY WITH PROVEN JAVASCRIPT TECHNIQUES

Semmy Purewal

The Web course book covers the basics.
The lectures go beyond it.





We focus on the basics.

flickr@preppybyday



Out of scope!

flickr@kathryn-wright



Email:

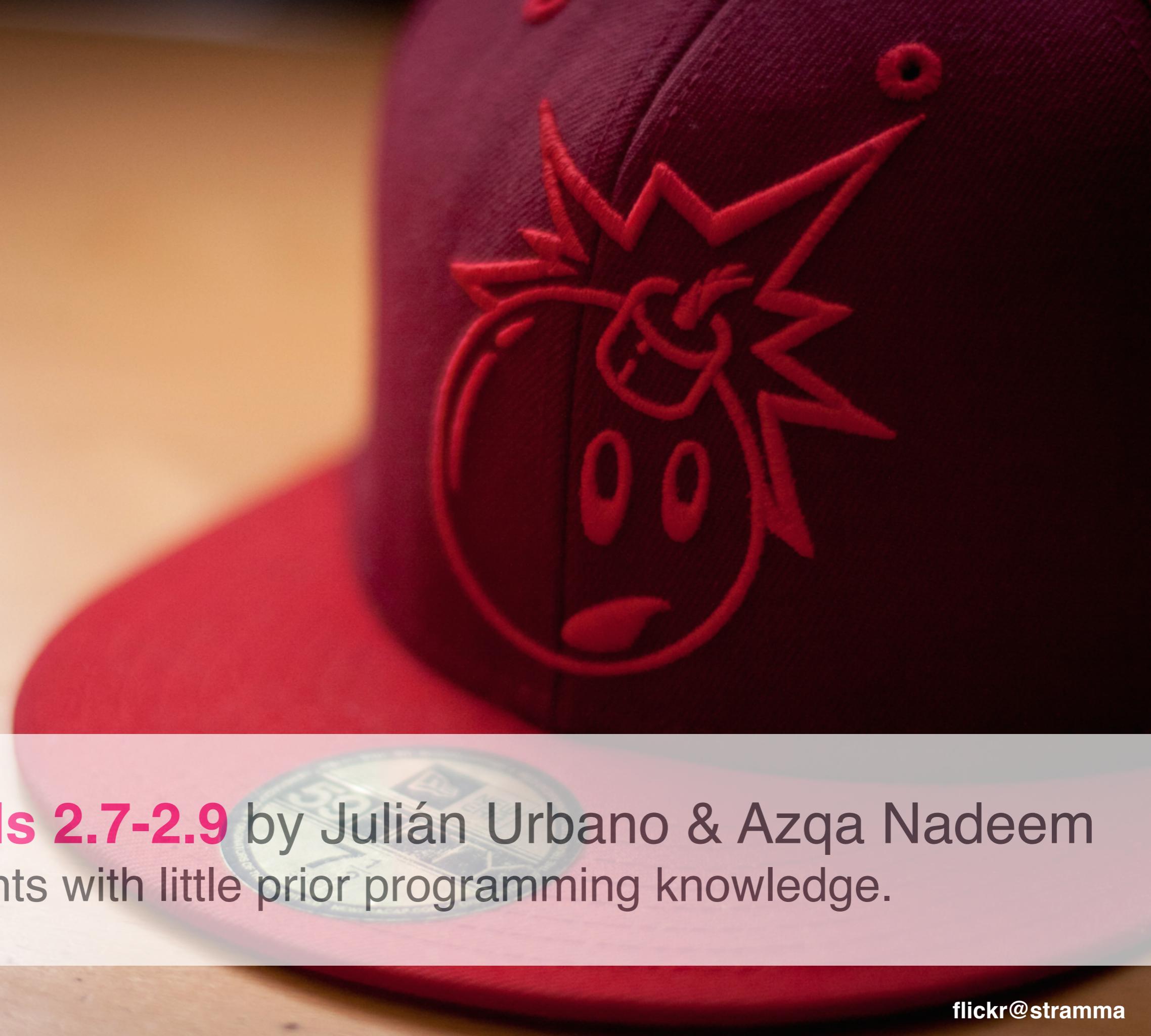
cse1500-ewi@tudelft.nl

Office hours:
(weeks 2.6-2.9)

Monday 14.00-15.00

Thursday 14.00-15.00

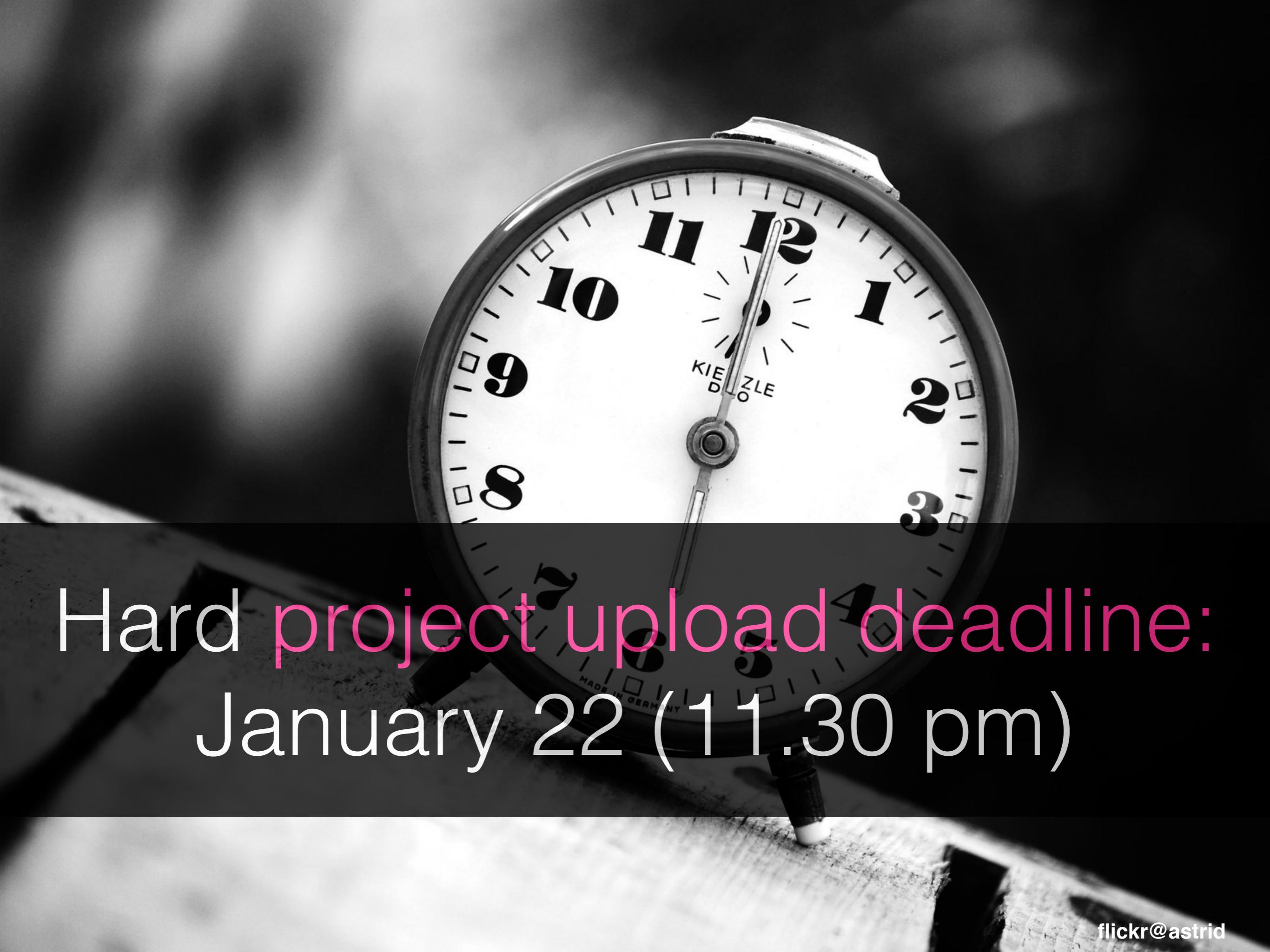
Depending on demand!



Tutorials 2.7-2.9 by Julián Urbano & Azqa Nadeem
for students with little prior programming knowledge.



3 Web assignments = 1 project
Implement a **classic board game!**



Hard project upload deadline:
January 22 (11.30 pm)



This is a technology course!

HTTP

HTML

JavaScript

Node.js

CSS

