



CSE1500

Web & Database Technology

Claudia Hauff

cse1500-ewi@tudelft.nl

Code Issues 22 Pull requests Actions Projects Security

Branch: master Web-Teaching / README.md

chauff Update README.md

6 contributors

420 lines (330 since) 14.5 KB

add an issue if you encounter a problem

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 mater

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



World Wide Web vs. Internet

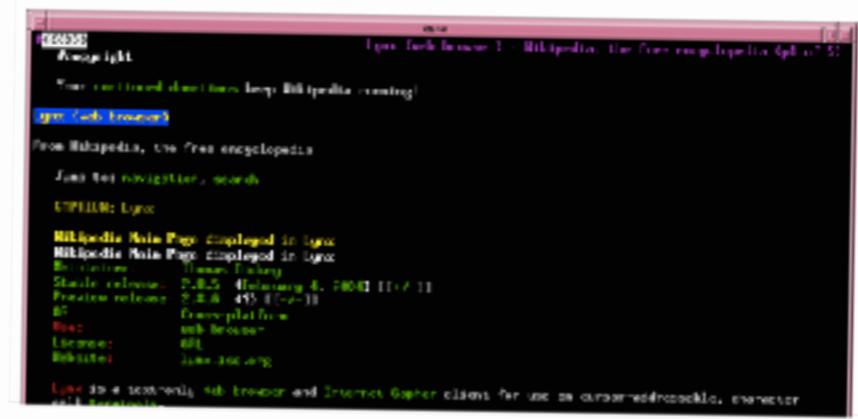
A brief history of the web

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 World Wide Web Consortium.

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



demo project

lecture transcripts

A

B

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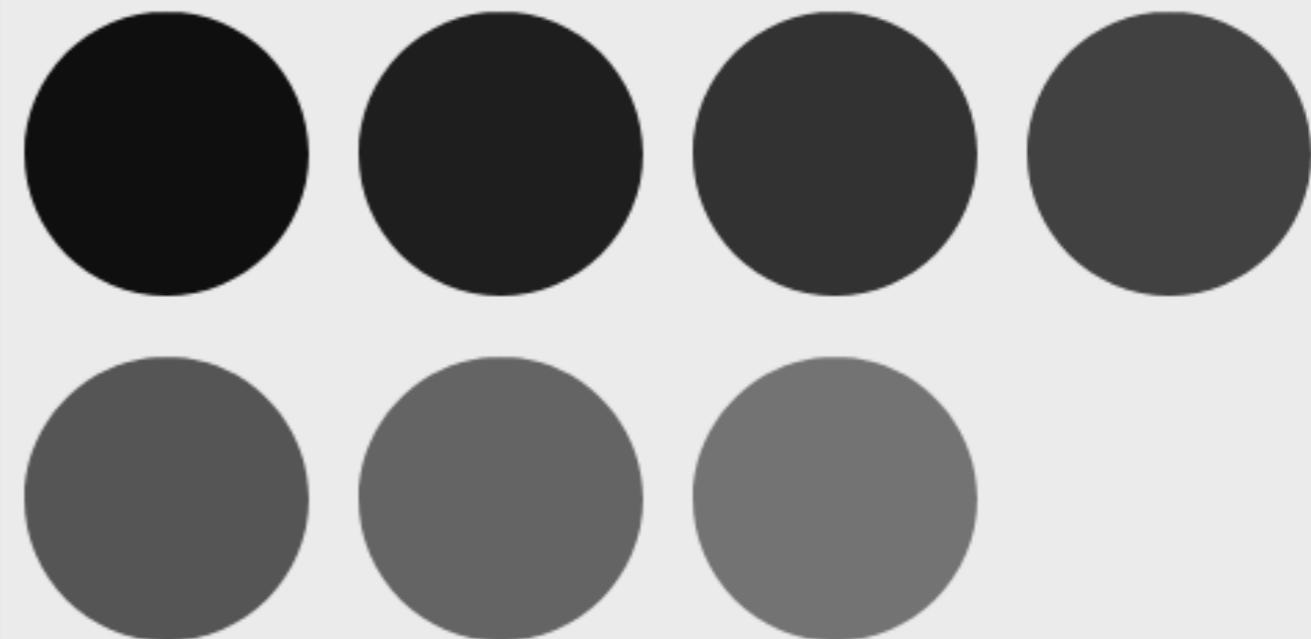
W

X

Y

Z

#####



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



Learning
Web App
Development

BUILDING WEB APPLICATIONS WITH PHARO AND SQUEAK

Semmy Puroval

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





"vanilla" JavaScript

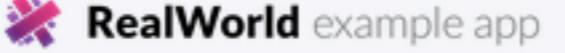
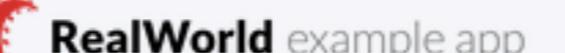
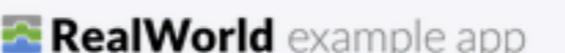


flickr@kathryn-wright

flickr@preppybyday

<https://github.com/gothinkster/realworld>

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 React / Redux	 Angular	 Node / Express	 Go + Gin
 RealWorld example app	 RealWorld example app	 RealWorld example app	 RealWorld example app
 Star 3.6k  Fork 1.2k	 Star 3.4k  Fork 1.5k	 Star 2.1k  Fork 892	 Star 944  Fork 195
 Vue	 React / MobX	 Laravel	 Django
 RealWorld example app	 RealWorld example app	 RealWorld example app	 RealWorld example app
 Star 2.4k  Fork 649	 Star 929  Fork 205	 Star 763  Fork 298	 Star 763  Fork 222
PureScript + Halogen  RealWorld example app	AngularJS  RealWorld example app	NestJS + TypeORM  RealWorld example app	Flask  RealWorld example app
 Star 407  Fork 36	 Star 324  Fork 247	 Star 529  Fork 105	 Star 456  Fork 120
Angular + ngrx + nx  RealWorld example app	Aurelia  RealWorld example app	Rails  RealWorld example app	Slim  RealWorld example app
 Star 235  Fork 66	 Star 170  Fork 20	 Star 313  Fork 107	 Star 312  Fork 78
AppRun  RealWorld example app	ClojureScript + Keechma  RealWorld example app	Rust  RealWorld example app	Rust / Rocket  RealWorld example app
 Star 75  Fork 19	 Star 46  Fork 6	 Star 222  Fork 19	 Star 203  Fork 14
Stencil.js  RealWorld example app	Dojo 2  RealWorld example app	Clojure / Polylith  RealWorld example app	Go Clean Architecture  RealWorld example app
 Star 32  Fork 3	 Star 21  Fork 4	 Star 131  Fork 12	 Star 128  Fork 20
Imba  RealWorld example app	Crizmas MVC  RealWorld example app	Serverless AWS Lambda DynamoDB  RealWorld example app	Scala & Play Framework  RealWorld example app
 Star 9  Fork 0	 Star 7  Fork 2	 Star 107  Fork 26	 Star 94  Fork 24
Riot.js v3  RealWorld example apps		CakePHP  RealWorld example app	GCP Cloud Functions + Datastore  RealWorld example app
		 Star 82  Fork 18	 Star 80  Fork 25



Email:

cse1500-ewi@tudelft.nl

Office hours:

(weeks 2.6-2.9)

Wednesday 14.00-15.00

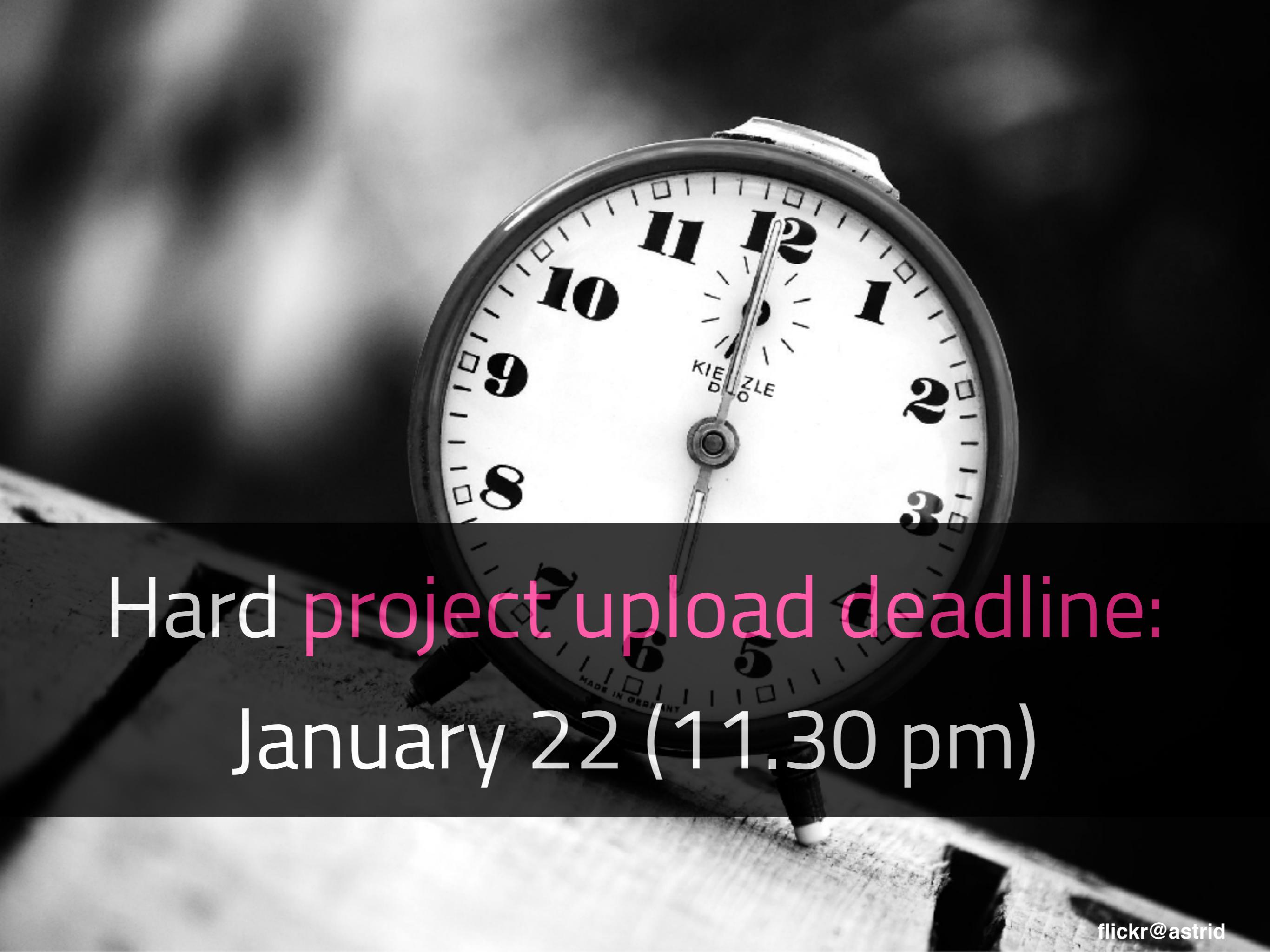


Tutorials in weeks **2.7-2.9** by Julián Urbano and Azqa Nadeem in particular for students with little prior programming knowledge.

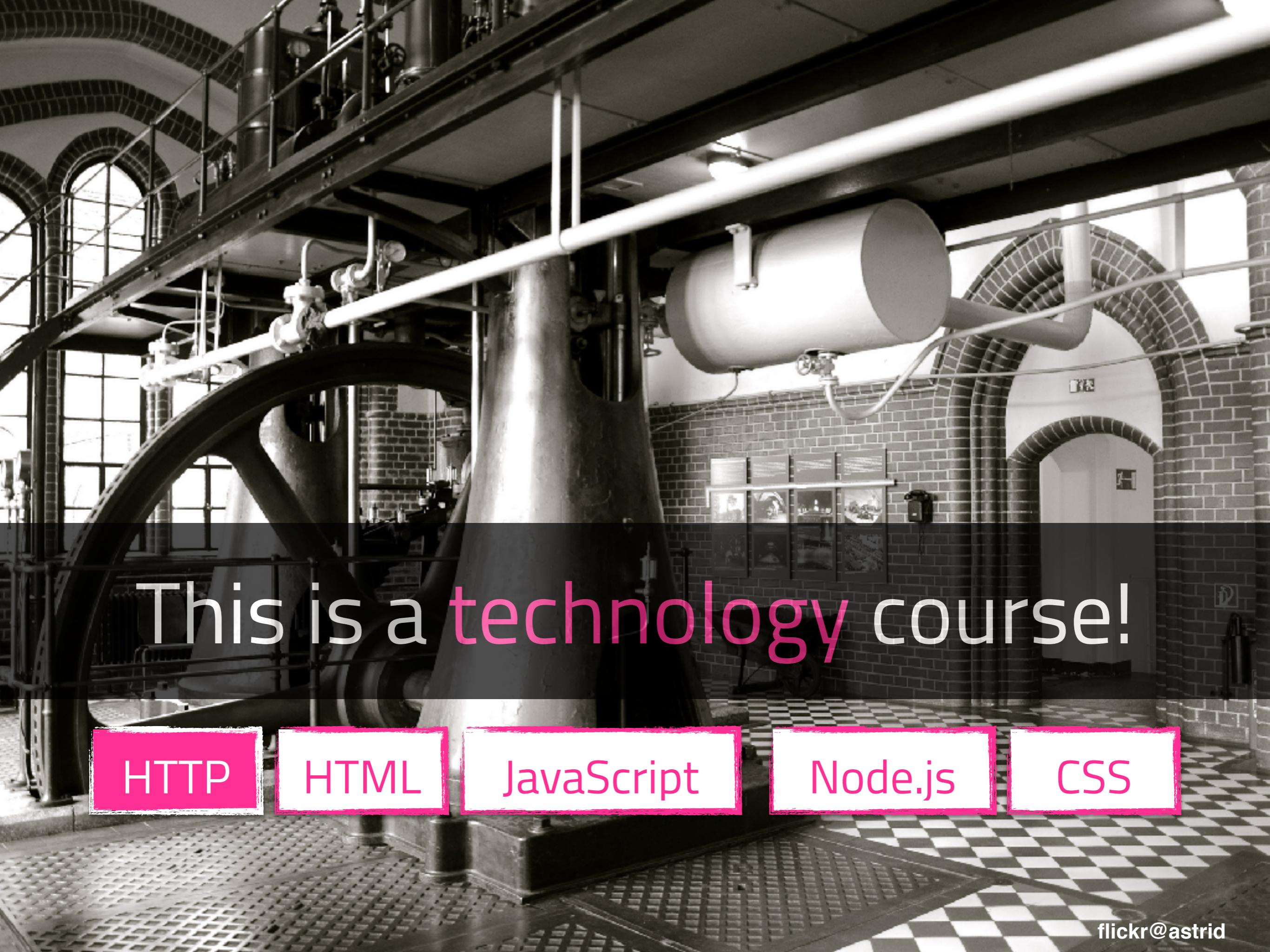


3 web assignments = 1 project!

Implement a **classic board game!**



Hard project upload deadline:
January 22 (11.30 pm)

A black and white photograph of a brewery interior. The scene is filled with complex industrial equipment, including large cylindrical tanks, extensive piping systems, and metal structures. The walls are made of brick, and there are arched windows and doorways. The floor is a checkered pattern. In the foreground, five rectangular boxes with rounded corners and a pink-to-white gradient background are arranged horizontally. Each box contains a piece of technology-related text.

This is a technology course!

HTTP

HTML

JavaScript

Node.js

CSS

