

Fundamentos de Sistemas

- Edison can you give me my grade?
Edison can you grade me again?

It Tools.

Moodle

Google Docs

Code → GitHub (subir el código)

Kahoot → download

Evaluations

- Workshops 4.0
- Homework 4.0 → subir hasta antes de media noche.
- Quizes 4.0
- Participation 1.0

$$\begin{aligned} &\text{Exam} \rightarrow \text{Project} = 4.0 \\ &\text{Theory} + \text{Exa} = 3.0 \\ &\hline &20.0 \text{ p} \end{aligned}$$

- Unit 1 → HTML
- Unit 2 → CSS (Frameworks)
- Unit 3 → Java Script

CONTENTS

Unit 1.

Architecture and Web Tag language.

Self-Employment
Hours.

Application and
Experimentation
Practices.

1.1 Introduction to web systems.

1.1.1 Principles and Fundamentals of Web Systems.

1.1.2 Web methodology

1.1.3 Web architectures, technologies and platforms.

1.1.4 Web applications and markup languages

1.1.5 Basic HTML.

1.1.6 Containers and layout structures Audio / Video

1.1.7 HTML5 semantic elements

1.2. HTTP PROTOCOL

1.2.1 Characteristics and operation

1.2.2 Get and post requests

1.2.3 URLs

1.3. WEB FORMS

1.3.1 HTML Forms

1.3.2 FORM Elements.

CONTENTS

Unit 2.

Web Styles

Self-Employment Hours.

Application and Experimen
tation Practices.

2.1 Introduction to WEB STYLES.

2.1.1 Syntax

2.1.2 Styles

2.1.3 Elements and Properties.

2.2 ADVANCED STYLES

2.2.1 Advanced styles

2.2.2 Responsive Web desing

2.2.3 FlexBox / Gnd

CONTENTS

Unit 3

Scripting languages.

Self-Employment Hours

Application and Experimentation Practices.

3.1 INTRODUCTION TO SCRIPTING LANGUAGES

- 3.1.1 Syntax and semantics
- 3.1.2 Operators and Expressions
- 3.1.3 Primitive and Complex data types
- 3.1.4 Variable declaration
- 3.1.5 Control Structures

3.2 BASIC SCRIPTING

- 3.2.1. Events
- 3.2.2. Conversion (Data Types / Objects)
- 3.2.3 Arrangements and Collections
- 3.2.4. Data cleansing.

3.3 ADVANCED SCRIPTING

- 3.3.1 Objects
- 3.3.2 Functions
- 3.3.3 Scripting standards (ECMAScript 5)