

GANPAT UNIVERSITY

FACULTY OF ENGINEERING & TECHNOLOGY

Programme		Bachelor of Technology				Branch/Spec.	Computer Engineering / Information Technology		
Semester		I				Version	2.0.0.0		
Effective from Academic Year			2018-19			Effective for the batch Admitted in			July 2018
Subject code		2ES109		Subject Name		Basics of Web Technology			
Teaching scheme						Examination scheme (Marks)			
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	2	0	1	-	3	Theory	40	60	100
Hours	2	0	2	-	2	Practical	30	20	50

Pre-requisites:

No prerequisite is required.

Learning Outcome:

Upon completion of this course, students will acquire knowledge about:

- Be able to create simple web pages using HTML and CSS.
- Understand basics of internet programming.
- To have hands on experience for HTML using CSS, this will help them to create websites.

Theory syllabus

Unit	Content	Hrs
1.	Introduction: Introduction of Internet, Introduction of Static & Dynamic web pages, Web server & web pages, browser, browser plugin best practices for internet.	02
2.	HTML Basic: Introduction of HTML, Elements of HTML, HTML Basic Tags, HTML Formatting, HTML Entities, HTML Links, HTML Images, HTML Frames, HTML Tables, HTML Lists, HTML Forms, HTML Background, HTML Colors, Meta-tags and search engine.	06
3.	Cascaded Style Sheet: CSS Introduction, CSS Syntax, Setting Background Text, Font, Border, Margin, Padding, List, Dimension Classification, Positioning, Pseudo-class, Pseudo-element, CSS Media Types, External, Internal and Inline style sheet.	07
4.	Introduction to HTML5 & CSS3: Introduction to HTML5 and its tags, Introduction to CSS3 and its properties.	07
5.	Introduction to Java script and Bootstrap	04
6.	Introduction to Web Design and Development Tool: Design and Deployment of Website.	04

Practical content

- Experiments would be carried out based on syllabus which includes above topics.
- Programming Assignment Manual will be prepared and will be the reference for the questions, assignments, evaluation and the laboratory practices.

Text Books

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| 1. | Learning Web Design by Jennifer Niederst Robbins, 3rd Edition, O'Reilly |
| 2. | HTML 5 and CSS 3.0 to the Real World by Alexis Goldstein, Sitepoint publication. |

Reference Books

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| 1. | Teach yourself HTML in 24 hours, By Techmedia |
| 2. | CSS Cook book By Christopher Schmitt, O'Reilly publication. |
| 3. | Introduction to web Technology, By Uttam K. Roy |
| 4. | Introduction to Internet and HTML scripting, By Bhaumik Shroff |
| 5. | Web Applications : Concepts and Real World Design, Knuckles, Wiley-India |
| 6. | Internet and World Wide Web How to program, P.J. Deitel & H.M. Deitel Pearson. |

ICT References

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| 1. | https://www.w3schools.com/html/html_basic.asp |
| 2. | https://www.tutorialspoint.com/html5/html5_discussion.htm |
| 3. | http://nptel.ac.in/courses/106105084/13 |
| 4. | https://getbootstrap.com/ |
| 5. | https://www.w3schools.com/html/html5_intro.asp |

6.	https://www.w3schools.com/js/default.asp
7.	https://www.tutorialspoint.com/css/css_discussion.htm