



National University of Sciences & Technology (NUST)
School of Electrical Engineering and Computer Science (SEECs)
Department of Software Engineering

Web Engineering

Course Code:	CS344	Semester:	5 th
Credit Hours:	3+1	Prerequisite Codes:	CS212 Object Oriented Programming
Instructor:	Dr. Qaiser Riaz	Class:	BESE 9AB
Office:	#A103, IAEC Building	Telephone:	9085-2153
Lecture Days:	Monday, Tuesday	E-mail:	qaiser.riaz@seecs.edu.pk
Class Room:	CR-13, CR-15	Consulting Hours:	Monday (12pm-1pm) or appointment
Lab Engineer:	Mr. Aftab Hussain	Lab Engineer Email:	aftab.hussain1@seecs.edu.pk
Knowledge Group:	KGH-PL	Updates on LMS:	After every Sunday

Course Description:

The focus of this course is to provide students with the fundamental concepts necessary to better engineer Web applications. The course covers fundamental concepts behind Web engineering, approaches in Web usability and Web application testing, and technologies supporting Web engineering.

Course Objective:

The students are expected to achieve the following:

1. Understand about World Wide Web & Internet
2. Will be able to develop Websites and applications
3. Will be able to understand, design and develop techniques for building Web applications
4. Will be able to learn techniques and use them to ensure proper operability, and functioning of a Web application

Course Learning Outcomes (CLOs):

	Upon completion of the course, students should demonstrate the ability to:	PLO Mapping**	BT Level*
CLO 1	Define the concepts relating to World Wide Web	1 (Engineering Knowledge)	C-1
CLO 2	Use design and development techniques for developing user centric and/or data-driven Web applications	3 (Design/Development of solutions)	C-3
CLO 3	Apply implementation strategies provided by various modern frameworks for creating Web applications.	4 (Investigation)	C-4
CLO 4	Design Static and Dynamic Websites and applications using modern tools and frameworks	5 (Modern Tool Usage)	P-7

* BT= Bloom's Taxonomy, C=Cognitive domain, P=Psychomotor domain, A= Affective domain

Knowledge(C-1), Comprehension(C-2), Application(C-3), Analysis(C-4), Synthesis(C-5), Evaluation(C-6)

Perception(P-1), Set(P-2), Guided Response(P-3), Mechanism(P-4), Complete Overt Response(P-5), Adaption(P-6), Organization(P-7)

Receiving(A-1), Responding(A-2), Valuing(A-3), Organization(A-4), Internalizing(A-5)

** Description of Program Learning Outcomes (PLOs) is available on Website and in a separate document.

Topics to be Covered:

1. Introduction to Web & Web applications	2. Client Side - Static content
3. Client Side - Styling to static content	4. Client Side – Reading and Storing static content
5. Client Side – Dynamic content	6. Client Side – Managing dynamic content
7. Server Side – Content generation	8. Server Side – Reading and storing dynamic content
9. Server Side – Passing content within apps	



National University of Sciences & Technology (NUST)
School of Electrical Engineering and Computer Science (SEECs)
Department of Software Engineering

Lecture Breakdown:

Week No.	Topics	Assessment	Remarks
1	Introduction to Web & Web applications <ul style="list-style-type: none"> Course Introduction, About Web: Definition, Internet Protocols (Layers), Client Server Model, Request Response Loop, Peer to Peer model. Role of DNS, HTTP, Uniform Resource Locators (URL), Web Servers 		
2	Client Side - Static content <ul style="list-style-type: none"> HTML: Syntax, Structure, Elements, Markup. HTML5, Role of W3C, Doc Type, HTML essentials 		
3	Client Side - Static content <ul style="list-style-type: none"> HTML Tags, nested tags, required structured tags, Doctype, Head, Divs, Images, Links, Lists, Tables, Nav Bar 		
4	Client Side - Styling to static content <ul style="list-style-type: none"> CSS1: Syntax, Blocks, Selectors, Properties, Inline styles, Id vs class selectors, Margins, Borders, Text, Style sheets CSS3: Media Queries, Responsive Grid, Grid layout 		
5	Client Side – Reading and storing static content <ul style="list-style-type: none"> XML: syntax, elements, attributes, parser DTD: schema 		
6	Client Side – Dynamic content <ul style="list-style-type: none"> Javascript: design, syntax, XHTML: DOM, Events 		
7	Client Side – Dynamic content <ul style="list-style-type: none"> AJAX and JQuery: Library, syntax, scripting, functions, event actions on clicks 		
8	Mid Term Exam		
9	Client Side – Dynamic content <ul style="list-style-type: none"> AJAX and JQuery: Variables, , usages, if-else structure, logical operators 		
10	Client Side – Managing dynamic content <ul style="list-style-type: none"> Angular JS: Advantages, features 		
11	Client Side – Managing dynamic content <ul style="list-style-type: none"> AngularJS: Directives, expressions, filters, services, what's new in Angular JS 4 		
12	Server Side – Static content <ul style="list-style-type: none"> PHP: Server side scripting concept, introduction, syntax, control structures, Datatypes, Strings, printf, 		
13	Server Side – Content generation <ul style="list-style-type: none"> PHP: if-else, do-while, for clause, arrays, Classes and Objects 		
14	Server Side – Storing content, Passing content within apps <ul style="list-style-type: none"> MySQL: Database & Web, MySQL PHP: Session variables and JSON 		
15	Project Week		
16	End Semester Exam		

Lab Experiments:



National University of Sciences & Technology (NUST)
School of Electrical Engineering and Computer Science (SEECs)
Department of Software Engineering

Lab 01	Introduction to DreamWeaver and HTML
Lab 02	HTML Basics
Lab 03	Advanced HTML
Lab 04	CSS
Lab 05	XML and DTD
Lab 06	JavaScript
Lab 07	JQuery
Lab 08	AngularJS Basics
Lab 09	Advanced AngularJS
Lab 10	PHP Basics
Lab 11	Advanced PHP and Laravel
Lab 12	PHP and MySQL and Laravel
Lab 13	Sessions and JSON

Tools / Software Requirement:

Student will work extensively with Chrome/Firefox browser, Adobe Dream Weaver, WAMP and Eclipse/NetBeans/Zend editor

Books:

- Text Book:**
1. The Complete Reference, HTML & XHTML (2003), Thomas Powell
 2. Web Programming: Building Internet Applications (2007) 2nd, 3rd Edition by Chris Bates
 3. Forbes, Alan. The Joy of PHP: A Beginner's Guide to Programming Interactive Web Applications with PHP and MySQL (2015)

- Reference Books:**
1. W3Schools (<https://www.w3schools.com/>)
 2. PHP Homepage (<http://php.net/>)
 3. Stackoverflow (<https://stackoverflow.com/>)

Course Assessment

Exam:	1 Mid Term Exam and 1 End Semester Exam (ESE)
Home work:	4-5 Assignments
Lab Assignments:	12-13 Reports
Semester Project:	1 Report for the term/semester project

Course Assessment Weightages (In accordance with NUST statutes)

Theory: 75%
• Assignments 20%
• Mid Term: 30%
• End Semester Exam: 50%
Practical: 25%
• Labs Assignments (12 labs minimum): 70%
• Project : 30%

Grading Policy:



National University of Sciences & Technology (NUST)
School of Electrical Engineering and Computer Science (SEECs)
Department of Software Engineering

Quiz Policy: The quizzes will be unannounced and normally last for ten minutes. The question framed is to test the concepts involved in last few lectures. Number of quizzes that will be used for evaluation is at the instructor's discretion.

Assignment Policy: In order to develop comprehensive understanding of the subject, assignments will be given. Late assignments will not be accepted / graded. All assignments will count towards the total (No 'best-of' policy). The students are advised to do the assignment themselves. Copying of assignments is highly discouraged and violations will be dealt with severely by referring any occurrences to the disciplinary committee. The questions in the assignment are meant to be challenging to give students confidence and extensive knowledge about the subject matter and enable them to prepare for the exams.

Lab Conduct: The labs will be conducted for three hours every week. A lab handout will be given in advance for study and analysis. The lab handouts will also be placed on LMS. The students are to submit their results by giving a lab report at the end of lab for evaluation. One lab report per group will be required. However, students will also be evaluated by oral viva during the lab.

Plagiarism: SEECs maintains a zero tolerance policy towards plagiarism. While collaboration in this course is highly encouraged, you must ensure that you do not claim other people's work/ ideas as your own. Plagiarism occurs when the words, ideas, assertions, theories, figures, images, programming codes of others are presented as your own work. You must cite and acknowledge all sources of information in your assignments. Failing to comply with the SEECs plagiarism policy will lead to strict penalties including zero marks in assignments and referral to the academic coordination office for disciplinary action.