# MIS233 – WEB BASED APPLICATION DEVELOPMENT

08.10.2021 Mustafa Coşkun, PhD

## Agenda of today

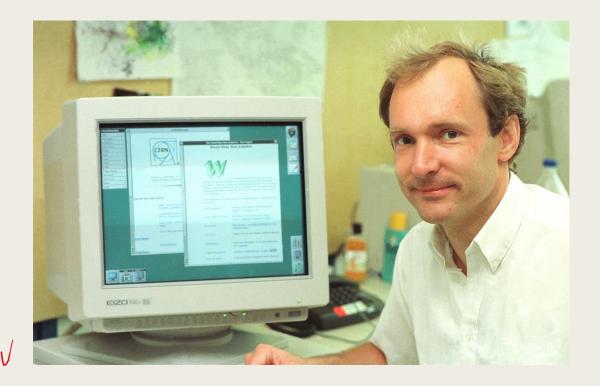
- Introduction to Web Development
- Definition of Web Application and how it works
- Advantages of Web Applications
- Server-side Scripting vs Client-side Scripting

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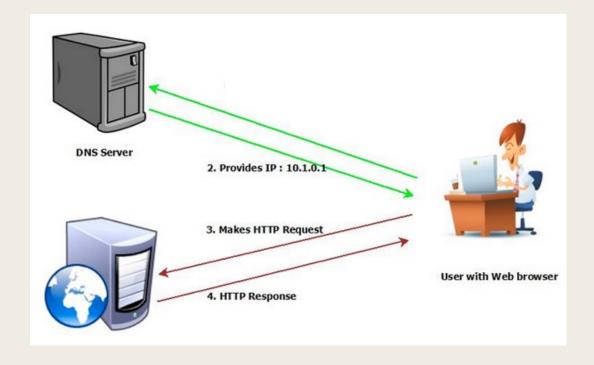
### Introduction to Web Development

- In 1990 and 1991, Tim Berners-Lee created the World Wide Web at the European Laboratory for Particle Physics (CERN) in Geneva, Switzerland
- The original purpose of the World Wide Web (WWW) was to provide easy access to cross-referenced documents that existed on the CERN computer network
- http://info.cern.ch/
- Turkey:
- https://www.metu.edu.tr/tr/odtu-web-sitesi-arsivi

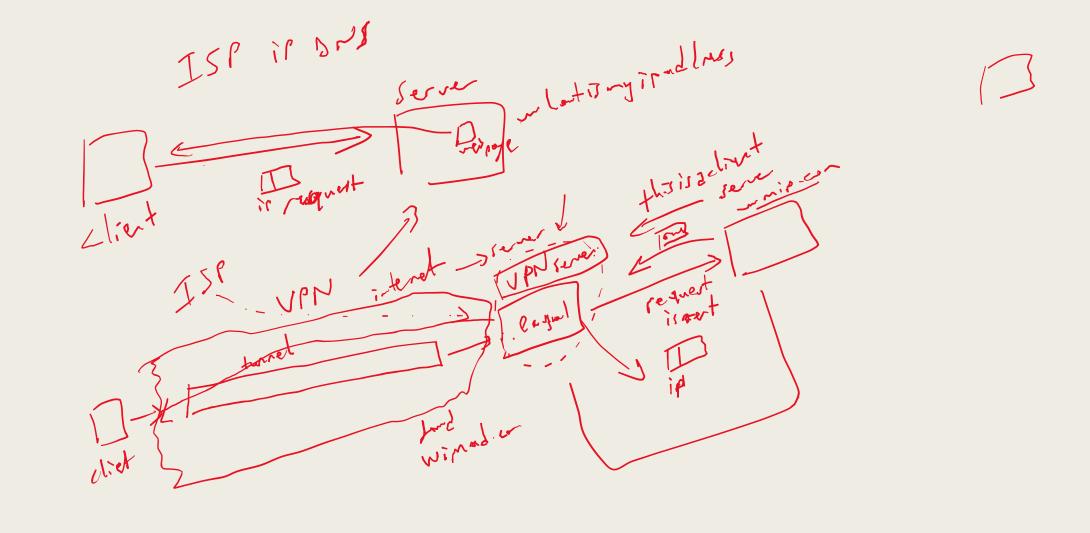


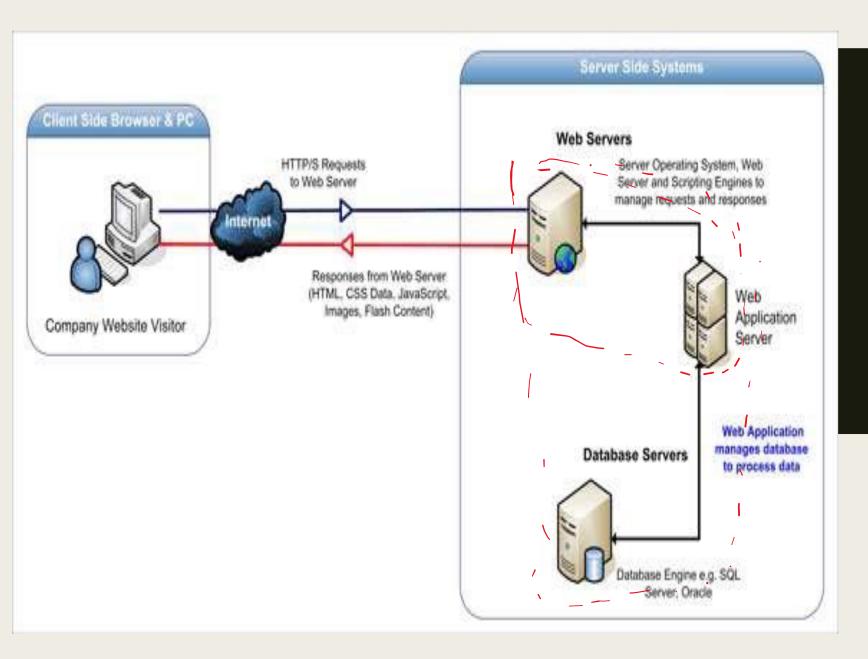
## Introduction to Web Development (cont.)

- A document on the Web is called a Web page
- A Web page is identified by a unique address called the Uniform Resource Locator (URL)
- A URL is also commonly referred to as a Web address
- A URL is a type of Uniform Resource Identifier (URI)
- A Web site refers to the location on the Internet of the Web pages and related files



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## Definition of Web Application

- Web applications are computer programs, which allows website visitors to submit data to a database or retrive data from a database over the Internet using web browser.
- The data is then presented on browser as information is generated dynamically. (Acunetix, 2015)

## Advantages of Web Applications

- The development of web applications is cost- effective.
- Web systems are accessible anytime, anywhere, via a PC/mobile phone with an active Internet connection.
- The user interface (UI) of web-based applications is easier to customize.
- Contents of web applications can be customized for presentation on any device connected to the internet, including PDAs, tabs, mobile phones, etc.
- Installation and maintenance of web applications are less complicated.
- The application will run on the browser regardless the platform.
- No installation of software required.



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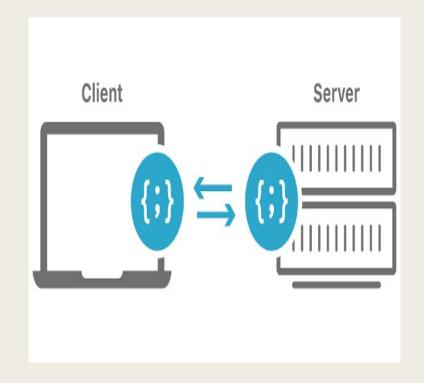
## Server-side Scripting vs Client-side Scripting

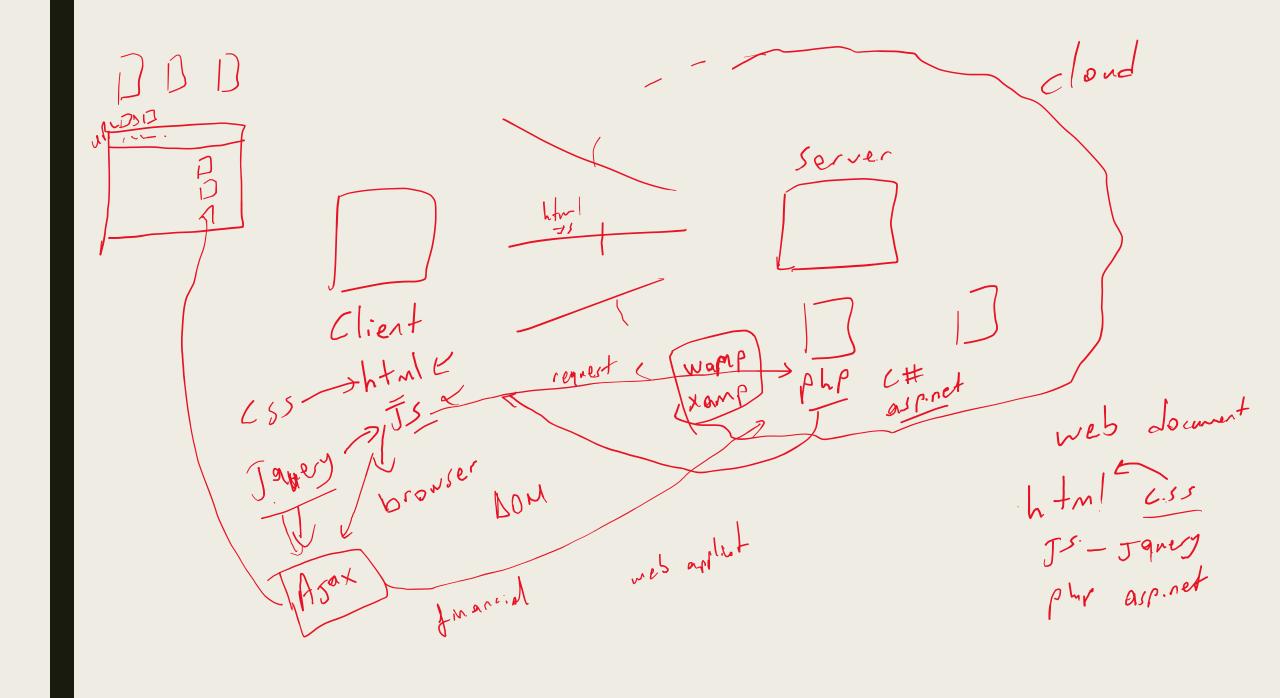
### **Server-side Scripting**

- run on server (PHP, Ruby, ASP.NET, Perl)
- used for building dynamic pages based on some conditions when the browser makes a request to the server.
- affected by the processing speed of the host server.
- Response time is slower as the server-side scripts are processed on the remote computer.
- could not be blocked or manipulated by the user.

#### **Client-side Scripting**

- run on user's machine (Java, Python, Dart)
- used when the browser already has all the code and the page is altered on the basis of the users input.
- affected by the processing speed of the client or user's computer.
- Response time is faster as the client-side scripts are processed on the local computer.
- could be blocked or manipulated by the user





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