

Pemrograman Web

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Pemrograman Web: 3 SKS

Kehadiran 5%

UTS: 25%

Tugas & Quiz : 40%

UAS: 30%

Persyaratan Skill:

 Mampu mengoperasikan Komputer



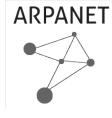
Pengantar Web Programming

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web & technology milestone

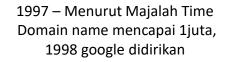
1969 – Internet Lahir ARPANET Project



1989 – 20 thn kemudian mulai hadirnya Website, 1991 linux hadir



1994 – Netscape, yahoo, amazon, w3c diluncurkan, tanda "at" @ mulai dikenal, 1995 java hadir





2000 – PHP 4.0 rilis,
Bahasa pemrograman
u/ pengembangan Web,
2001 : Wikipedia, drupal : diluncurkan
2002 : wifi mulai dikenal





Today : sekitar 1 milyar lebih website live di internet



2012 – booming social media & Big Data 2013 – Docker Technology 2014 – Material Design diperkenalkan, 2015 – PHP 7 release 2015- JavaScript 6 (ES6)



2009 – RWD diperkenalkan, 2009 – cloud computing take off, Github.com dirilis, DevOps: Colloborative Development

DevOps : Colloborative Developme 2009 – Node.js diperkenalkan



2007: iphone 1 rilis, 2008: android & google map rilis mobile development

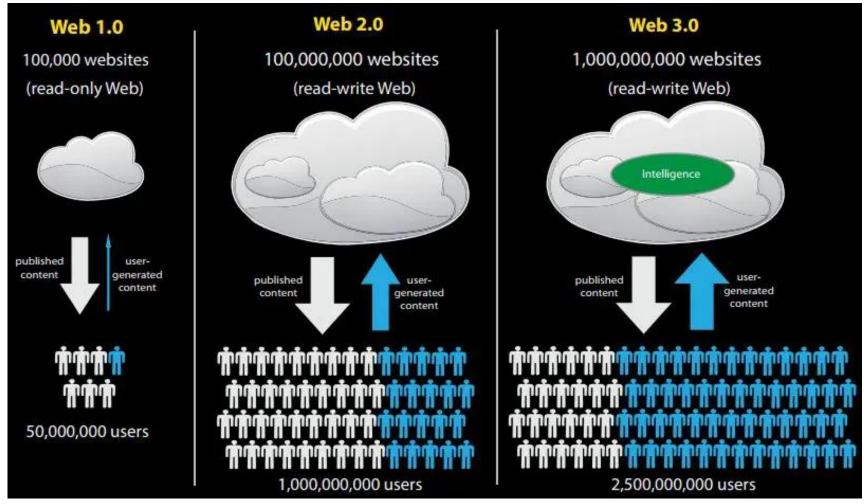


2004, web 2.0 summit, Facebook diluncurkan, 2005: youtube 2006: twitter





www: generasi world wide web



https://blockgeeks.com/guides/web-3-0/



www: generasi world wide web

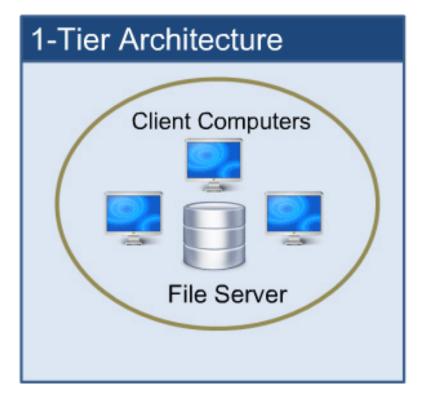
Web 1.0 / 2.0 / 3.0 Summary

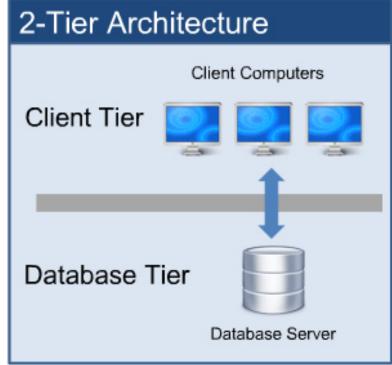
Crawl Web 1.0	Walk Web 2.0	Run Web 3.0
Company Focus	Community Focus	IndividualFocus
Home Pages	Blogs / Wikis	Lifestreams / Waves
Owning Content	Sharing Content	Consolidating Content
Web Forms	Web Applications	Smart Applications
Directories	Tagging	User Behavior
Page Views	Cost Per Click	User Engagement
Banner Advertising	Interactive Advertising	Behavioral Advertising
Britannica Online	Wikipedia	The Semantic Web
HTML/ Portals	XML/RSS	RDF / RDFS / OWL

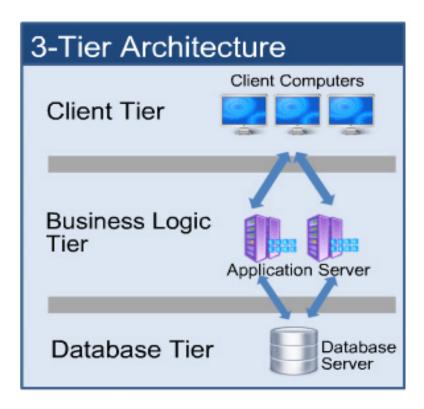
https://flatworldbusiness.wordpress.com/flat-education/previously/web-1-0-vs-web-2-0-vs-web-3-0-a-bird-eye-on-the-definition/



Arsitektur Lapisan Aplikasi





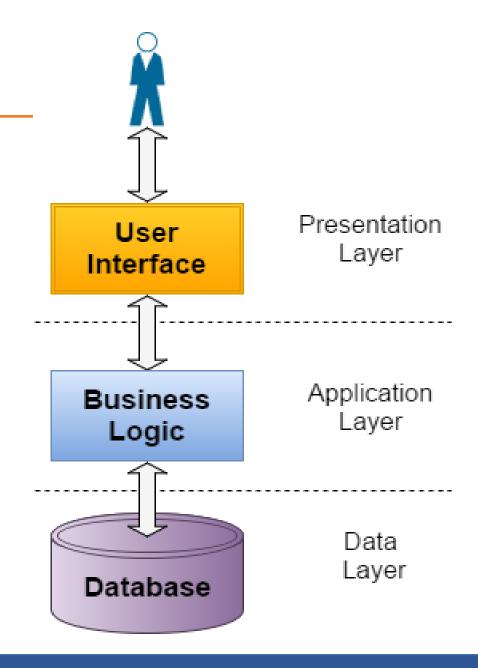




3-Tier Architecture

- Presentation Layer:UI/UX (User Interface/User Experience):Antar muka aplikasi
- Application Layer :
 BL (Business Logic) : Logika bisnis aplikasi
- Data Layer :

 DB (Database) : Penyimpanan data aplikasi





- Jelaskan perbedaan teknologi Web 1.0, 2.0, 3.0 dan x.0, dan berikan contoh masing-masing dari teknologi web yang dimaksud?
- Sertakan referensi dari penjelasan anda !!
- Format tulisan ilmiah anda dapat di unduh di elen !!



Sumber:

Web Development 2017 : channel youtube: https://www.youtube.com/watch?v=9hDKfBKuXjI