

FUNDAMENTALS OF FULL STACK DEVELOPMENT

(COURSE 1/3 UNDER FULL-STACK DEVELOPMENT TRACK)

L-T-P-C: 2-1-1-4

UNIT - 1

- Introduction
- What is a web application? History
- What is a webserver
- Browser
- HTTP/HTML/CSS



INTRODUCTION

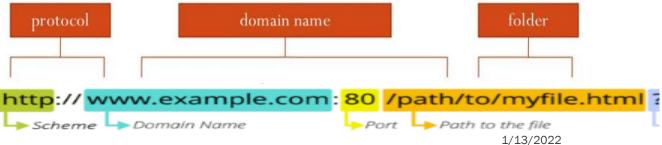
- The Internet and the Web
 - Internet is a network of networks and Interconnected using standardized communication protocols.
 - Who governs the Internet?
 - World Wide Web:
 - Access information through the Internet.
 - stores electronic documents (Web Page):
 - communication between web clients and web servers.

- Web page: formatted document (contains text, image, interactive element and hyperlink)
- Website: Group of Related Web pages



- World Wide Web (WWW)
 - Global hypertext network of millions of Web servers & browsers
 - Connected by Hypertext Transfer Protocol (HTTP)
 - Web pages can be designed by Hypertext Markup Language (HTML)
- Browser is used to view web pages.
 - Hyperlinks let you move around different websites and web pages by clicking on them.
 - images
 - buttons
 - text

- Uniform resource allocator (URL)
 - address of a given unique resource on the Web
 - each valid URL points to a unique resource
 - URLs: The web page is accessed by using a unique **URL** address.
 - Hyperlinks



WEB APPLICATIONS

- A web application (or web app) is application software that runs on a web server
- Accessed by the user through a web browser with an active network connection.
- Programmed using a client-server modelled structure
- web documents are written in a standard format
 - HTML and JavaScript,
- Example: Email, online retail sales, online auctions, wikis, instant messaging services, etc
- HTML, CSS, and JavaScript.

- Writing web applications is often simplified by the use of a <u>web application framework</u>.
- Web application frameworks
 - Software framework that is designed to support the development of web application
 - facilitate rapid application development
 - Use of can often reduce the number of errors in a program
 - Use of best practices
 - Provide libraries for database access, templatin g frameworks, and session management and they often promote code reuse.

Development skills

WHAT IS HTTP?

- **WWW** is about communication between web **clients** and **servers**
- HTTP stands
 for HyperText Transfer Protocol
- Communication between client computers and web servers is done by sending HTTP Requests and receiving HTTP Responses

- HTTP Request / Response
 - A client (a browser) sends an HTTP request to the web
 - A web server receives the requests.
 - The server runs an application to process the request
 - The server returns an HTTP response (output) to the browser.
 - The client (the browser) receives the response

WEB DEVELOPMENT ROADMAPS

Front-End Roadmap

- Learn the Basics
- Responsive Web Design is used in all types of modern web development.
 - HTML
 - CSS
 - **JavaScript**
 - JavaScriptECMAScript 5
- **Choose Frameworks**
 - CSS side you should choose a framework for responsive web design:
 - Bootstrap / Material Design / W3.CSS
 - On the JavaScript side you should learn at least one modern framework:

React.js / Angular.js / Vue.js / W3.JS

Back-End Roadmaps

- **Fullstack**
 - SQL, PHP, ASP, Python
- Fullstack JS
- SQL,
- Node.is
- <u>MySQL</u>
- Mongo.db

Web page

- Content
 Header, Paragraph, Footer, Listing
 HTML → Determines the content and structure of a page
- Font style, color, background, border → CSS controls how webpage would look like
- Popup, animation, widgets, special effects etc. **JavaScript** → decides advanced behaviours

HTML

- Hypertext Markup Language
 - Markup Languages
 - Embedded codes in documents
 - Not case sensitive
 - Codes are called `tags'
 - Code
 - Codes enclosed in brackets(paired)
 - <title>my web page</title>
 - Describe the structure documents
 - Include instructions for processing

<TITLE> = <title> = <TITLE>

Example HTML code:

File Extensions:

For more info: http://www.w3.org/MarkUp/

TAGS

- "Normal text" surrounded by bracketed tags that tell browsers how to display web pages.
- For example:

```
Some content here.
```

- The ... tag displays a paragraph
- opens the paragraph (opening tag)
- closes the paragraph (closing tag)
- "Some content here." will be displayed on the page

```
<fort color = "#ffffff" > <h1>hello world</h1>
```

Basic HTML Template

```
<!DOCTYPE html>
<html>
<head>
<title>FFSD HTML Template</title> </head>
<body>
This is just a basic HTML template to be used in FFSD.
</body>
</html>
    <font color = "#ffffff" > </font>
    Some content here. 
    <h1>hello world</h1>
     <hr>>
     <br/>
                                           <div>
     <img src = "logo.jpg" Alt = "this is logo" />
                                           </div>
```



<quote> </quote> <code> </code>

Tags and attributes

 Tags are sometimes enhanced by attributes, which are name-value pairs that modify the tag.

Nested tags

Tags can be (and frequently are) nested inside each other.

<a> Not legal
<a>

PAGE STRUCTURE ELEMENTS

Element	Description
<html></html>	Surrounds the entire page
<head></head>	Contains header information (metadata, CSS styles, JavaScript code)
<title></title>	Holds the page title normally displayed in the title bar and used in search results
<body></body>	Contains the main body text. All parts of the page normally visible are in the body

Required Tags

- All HTML documents should have following tag
 doctype

 - <html>
 - <head> </head>
 - <body> </body>
 - </html>

Doctype defines a set of standards the page adheres

KEY STRUCTURAL ELEMENTS

Element	Name	Description
<h1></h1>	Heading 1	Reserved fo strongest emphasis
<h2> </h2>	Heading 2	Secondary level heading. Headings go down to level 6, but <h1> through <h3> are most common</h3></h1>
	Paragraph	Most of the body of a page should be enclosed in paragraphs
<div> </div>	Division	Similar to a paragraph, but normally marks a section of a page. Divs usually contain paragraphs

LISTS AND DATA

Element	Name	e Description
	Unordered list	Normally these lists feature bullets (but that can be changed with CSS)
<0 > 0	Ordered list	These usually are numbered, but this can be changed with CSS
< i> i	List item	Used to describe a list item in an unordered list or an ordered list
<dl></dl>	Definition list	Used for lists with name-value pairs
<dt></dt>	Definition term	The name in a name-value pair. Used in definition lists
<dd></dd>	Definition description	The value (or definition) of a name, value pair
	Table	Defines beginning and end of a table
	Table row	Defines a table row. A table normally consists of several pairs (one per row
	Table data	Indicates data in a table cell. tags occur within (which occur within)
	Table heading	Indicates a table cell to be treated as a heading with special formatting

LINKS AND IMAGES

 Links and images are both used to incorporate external resources into a page

link to example.com

SPECIALTY MARKUP

- <quote> </quote>
- <code> </code>

FORMS

- Forms are the standard user input mechanism in HTML / XHTML.
- Form Structure

```
<form action = "">
  <fieldset>
  <legend>My form</legend>
  <label for = "txtName">Name</label>
  <input type = "text" id = "txtName" />
  <button type = "button" Onclick = "myFunction()">
  Click Me
  </button>
  </fieldset>
  </form>
```

Input

- The input element is a general-purpose inline element
- This element allows a single line of text input:

```
<input type = "password" id = "MyPasswd" />
```

Common features

- Tables
- Frame
- Form
- Image map
- Character Set
- Meta tags
- Images, Hyperlink, etc...