

# Web-Engineering, Web- Anwendungssysteme und Mobile Computing I

Eine Vorlesung mit integrierter Übung im Modul  
„Einführung in Aufbau und Nutzung von  
Internettechnologien (IT)“  
des Studienganges  
„Crossmedia Management“

” *Internettechnologien bilden die Basis crossmedialer Strategien. Die Studierenden erlernen diese komplexen Technologien und erlangen Kompetenzen zum technischen Design multifunktionaler Web-Systeme und erweitern ihr Wissen über Einsatzmöglichkeiten wichtiger Klassen von Web-Anwendungssystemen. Nach erfolgreichem Abschluss des Moduls kennen die Studierenden die technischen Grundlagen der Internettechnologien. Sie verfügen über Grundwissen im Bereich Softwaretechnologien für Webanwendungen und Mobile Computing. Sie können das Erlernte selbstständig anwenden.*

- Dozentenplan\_IT-2\_Tramp

” *Baustein IT 2 vermittelt die Softwaretechnik für die Entwicklung von Web-Applikationen. Im Rahmen des Web-Engineering werden relevante Standards und Technologien vorgestellt. Darüber hinaus werden wichtige Klassen von Web-Anwendungssystemen eingeführt. Dazu zählen insbesondere ECommerce-Systeme, Virtuelle Welten, Lehr- und Lernsysteme. Ein weiterer Schwerpunkt ist die Vorstellung von Technologien zur Entwicklung ubiquitärer Anwendungen wie Apps und Informationssystem für mobile Endgeräte, Tablet-PCs etc.*

- <https://www.leipzigschoolofmedia.de/.../aufbau-und-nutzung-von-internettechnologien.html>

” *Prüfungsleistung: Projektarbeit; Bearbeitungszeit: 4 Wochen;  
Themenausgabe: 16.03.2019; Abgabetermin: 13.04.2019*

## Relevante Standards und Technologien

- HTML\*, CSS\* (+ SASS, LESS), SVG, JavaScript / ECMAScript, DOM, Flash, jquery + jquery ui, ...
- Semantic Web, RDFa, Microdata, schema.org
- HTTP, Ajax / Ajaj, JSON, JSONP, CORS, \*RPC, ...
- PHP, Ruby, node.js, Java, ...

## Wichtige Klassen von Web-Anwendungssystemen

- E-Commerce, Social Web / Social Network, CMS, Blogs, E-Learning, Virtuelle Welten, ...

## Technologien zur Entwicklung von ubiquitärer Anwendungen

- iOS, Android, Windows Mobile, BlackBerry, Chrome OS, ...
- Native vs. Framework, PhoneGap / Apache Cordova, Jo, jQuery Mobile, Sencha Touch, M-Project, jQTouch, Titanium, ...

## 18.01.2018

- The Web / Big Picture / HTTP (Wie funktioniert das Web)
- HTML(5) (Wie erstellt man Webseiten)
- CSS (Wie styled man Webseiten)

## 08.02.2018 (?)

- Semantic Web Primer, [schema.org](http://schema.org)
- Apache / PHP / WordPress Installation
- JavaScript

## 03.03.2018

- PHP / Datenbanken
- Magento
- Entwicklung für Mobile Devices
- Management von Software-Projekten
- Projektbesprechung

## Q/A

- Vorstellungsrunde
- Motivation
- Erwartungen
- Berufliche Ziele

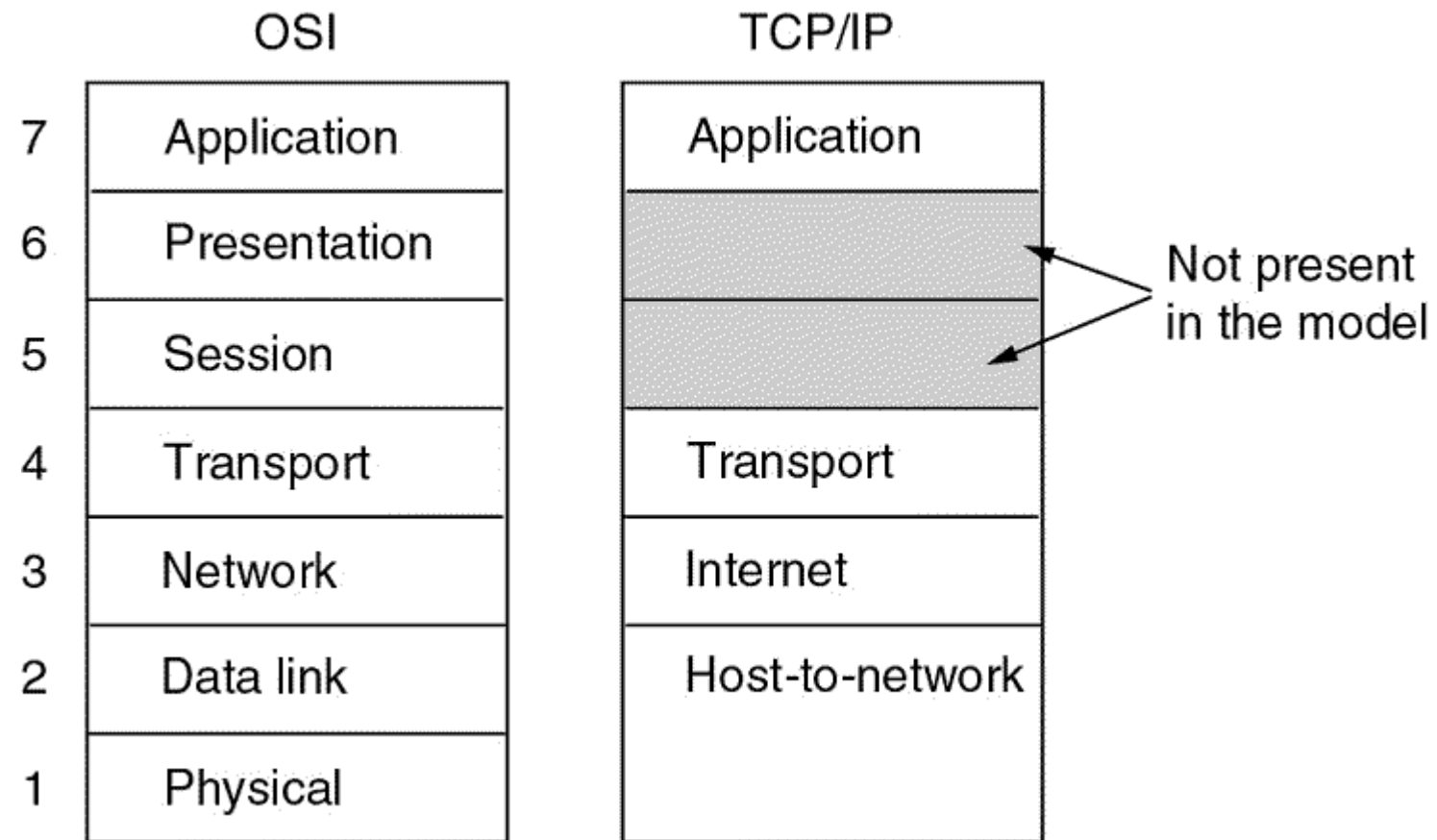
# The Web

In 1989, Tim Berners-Lee implemented the first successful communication between a Hypertext Transfer Protocol (HTTP) client and server via the Internet creating the world wide web. His visionary decision to make it a free and accessible resource for all, sparked a global revolution in communication ...  
[foreveryone.net](http://foreveryone.net)

# Hypertext Transfer Protocol (HTTP)

... the mother of all communication on the World Wide Web ... wait - not true anymore!





Via: [marco.panizza.name](http://marco.panizza.name)

## Basic Attributes

- HTTP is a stateless request - response protocol
- HTTP is an application layer protocol
- HTTP is a protocol to fetch and manipulate resources

## Basic Workflow

- The client sends a request message
- The server answers with a response message
- since HTTP 1.1: persistent connections and pipelining
- since HTTP 2.0: multiplexing / simultaneous streams / server push and other speed enhancements (based on SPDY )

## Typical Stakeholder

- Typical clients: browser or applications on your desktop computer or mobile device
  - but also HTTP(S) in file sync, operating system updates and other parts of your software stack
- Typical server: web server application on a host in a data center

- Request line

```
GET /index.html HTTP/1.1
```

- Header

```
Accept-Language: en
```

- Message body (optional)

```
GET /index.html HTTP/1.1
```

## Verbs

- GET, HEAD, POST, OPTIONS (the most important ones)
- PUT, DELETE, TRACE, CONNECT, PATCH

## Requested Resource

The local part of an URL (without fragment identifier)

- URL: Uniform Resource Locator

```
scheme://domain:port/path?query_string#fragment_id
```

```
http://www.bing.com/search?q=Leipzig+School+of+Media
```

## Concepts

- An URL identifies a "resource"
- A resource is anything identified by an URL
- Resources may have representations, which can be received by dereferencing the URL
- Representations are concrete data and may vary with time
- Resources are abstract
- Please distinguish between information resources vs. non-information resources !!!

## Usage

- Resources are used to define an information space
- URIs do not only identify resources; they can be used to access and interact with resources as well

- name-value pairs
- colon separated
- clear text
- used for content negotiation (see: [quality values](#))
- [List of HTTP header fields](#)

## Example Request

```
HEAD / HTTP/1.1
User-Agent: curl/7.21.3 (i686-pc-linux-gnu)
Host: google.de
Accept: */*
```

## Tool: cURL

```
curl(.exe) -X HEAD -v http://google.de
```

## Output

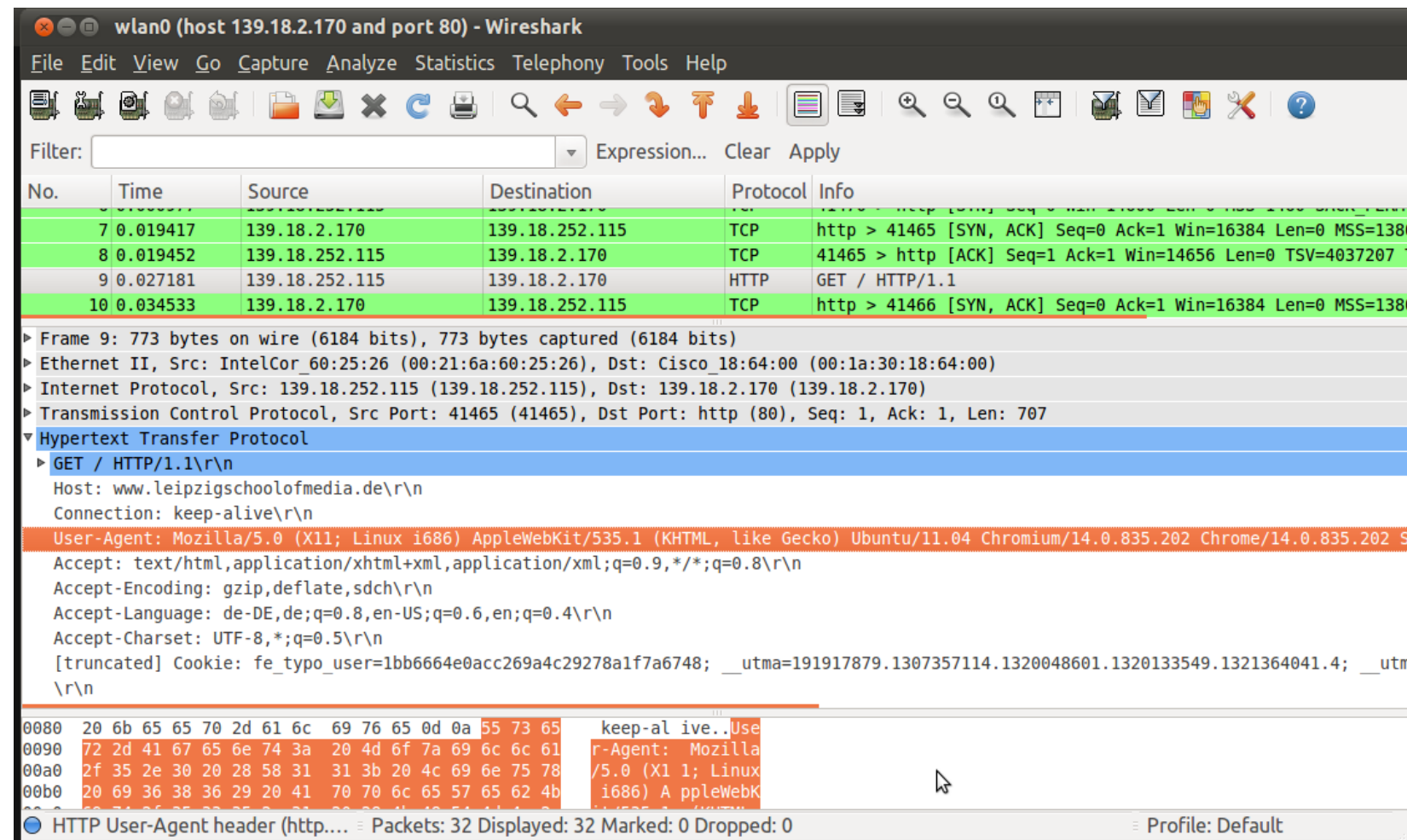
```
HTTP/1.1 301 Moved Permanently
Location: http://www.google.de/
Content-Type: text/html; charset=UTF-8
Date: Thu, 17 Nov 2011 00:21:37 GMT
Expires: Sat, 17 Dec 2011 00:21:37 GMT
Cache-Control: public, max-age=2592000
Server: gws
Content-Length: 218
X-XSS-Protection: 1; mode=block
X-Frame-Options: SAMEORIGIN
```



## Important Status Codes

- 200 OK ... everything is fine
- 301 Moved Permanently ... change your bookmark
- 303 See Other ... follow the light
- 401 Unauthorized ... please send credentials
- 403 Forbidden ... not for you
- 404 Not Found ... broken link
- 500 Internal Server Error ... something is wrong

see also: [List of HTTP Status Codes](#)



Challenge: Use [wireshark](#) to analyze what your browser sends and receives.

Limit the network traffic capturing to HTTP communication with the University of Leipzig server.

Review the sent and received HTTP packets and notice, which HTTP header fields your browser creates.

- [ForEveryone.net | The web, past and future](#); video by the web foundation
- [Architecture of the World Wide Web, Volume One](#); W3C Recommendation 15 December 2004 „...  
*this architecture document discusses the core design.*“
- [Web Architecture and Information Management](#); Course from the School of Information, UC Berkeley
- Wikipedia pages about:
  - [Uniform Resource Locator](#)
  - [Hypertext Transfer Protocol](#)
  - [WebDAV](#) (to look beyond basic HTTP)
- [wireshark](#) - network protocol analyzer
- [curl](#) - command line networking tool
- [Live HTTP headers](#) - Firefox plugin to watch HTTP headers

# HTML

Wakeup please! :-)

HTML is the acronym for HyperText Markup Language

- Hypertext: text with hyperlinks
  - Hyperlinks: references which can be used for more than text references (comes from the Greek prefix "υπερ-" and means "over" or "beyond")
  - Both terms were coined by Ted Nelson and Douglas Engelbart influenced by the article As We May Think by Vannevar Bush from 1945 (!)
- Markup: annotations in a document's content
- Language: an artificial language designed to express computations

HTML was invented by Tim Berners-Lee in 1991 and is now maintained by the W3C and (since HTML5) the WHATWG.

Plain text is annotated with tag elements:

```
not annotated text <tagname>annotated text</tagname> not annotated text
```

Tag elements can be used nested:

```
<ol>  
  <li>plain list item</li>  
  <li>list item <q>with <span>wrong</q></span> nesting</li>  
</ol>
```

Tag elements can be extended by attributes

```
<tagname attribute1="value1" attribute2="value2">text</tagname>  
<a href="http://aksw.org/">AKSW Homepage</a>
```

Some attributes can be used with all tags, some only with specific tags:

- Global attributes:
  - class, id, title, style, dir, ...
  - + data-\* (custom data attributes)
  - + on\* (event handler attributes)
- Attributes for specific tag elements:
  - e.g. href, media, rel are specifically allowed for the anchor tag a
  - please refer this list of tag elements

A basic HTML(5) document is structured like this:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Sample page</title>
  </head>
  <body>
    <h1>Sample page</h1>
    <p>This is a <a href="demo.html">simple</a> sample.</p>
    <!-- this is a comment -->
  </body>
</html>
```

document = doctype declaration + HTML document (= HTML head + HTML body)



## Physical Markup

- Tag elements which do strictly define the style: `b` (bold), `big` (font bigger)

## Logical / Semantic Markup

- Tag elements which annotate a meaning and foster separation between style and structure
- Example: `em` or `strong` instead of `b`
- HTML5 introduces a lot new semantic tag elements: `article`, `section`, `header` / `footer`, `nav`, `aside`, `figure` / `figcaption`
- `<time datetime="2014-02-13">13.02.2014</time>`

## Try to avoid physical markup completely!

- [Logical Inline Tags vs. Physical Inline Tags](#)
- [10 HTML Tag Crimes You Really Shouldn't Commit](#)
- [Tableless Web Design](#)

Reserved characters must be replaced with character entities

## Most important entities

- < (less than): `&lt;`
- > (greater than): `&gt;`
- & (ampersand): `&amp;`

## Other enties

[List of HTML Character entity references](#)

## Headings

Headings are defined with the `h1` (most important) to `h6` (least important) tags.

```
<h1>Leipzig School of Media</h1>
```

## Paragraphs

```
<p>A nice little paragraph</p>
```

## Links

```
<a href="http://aksw.org">AKSW</a>
```

### div

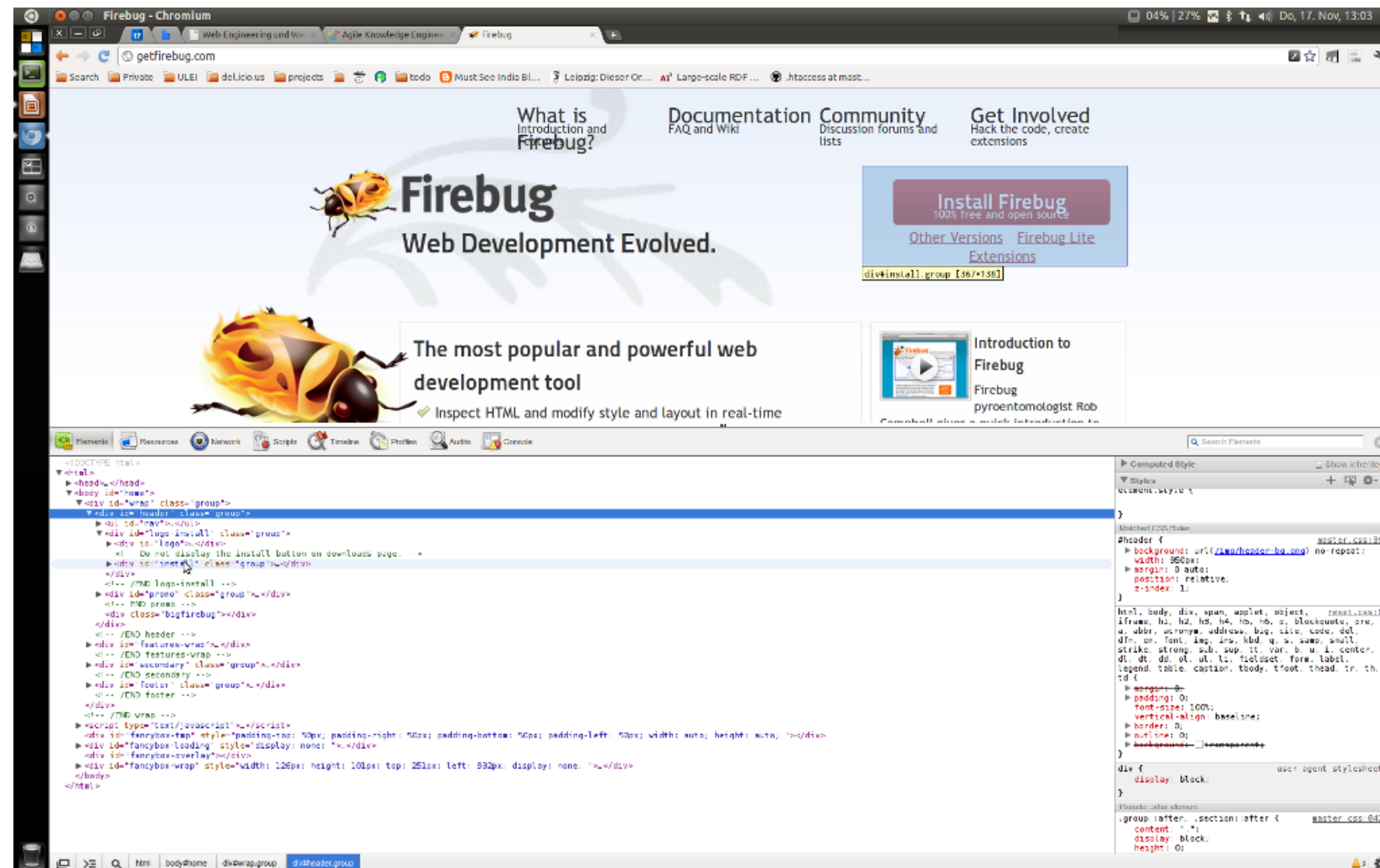
`div` elements are used to structure the page (where no other structure element is suitable)

```
<div class="conclusion"><p>...</p><p>...</p></div>
```

### span

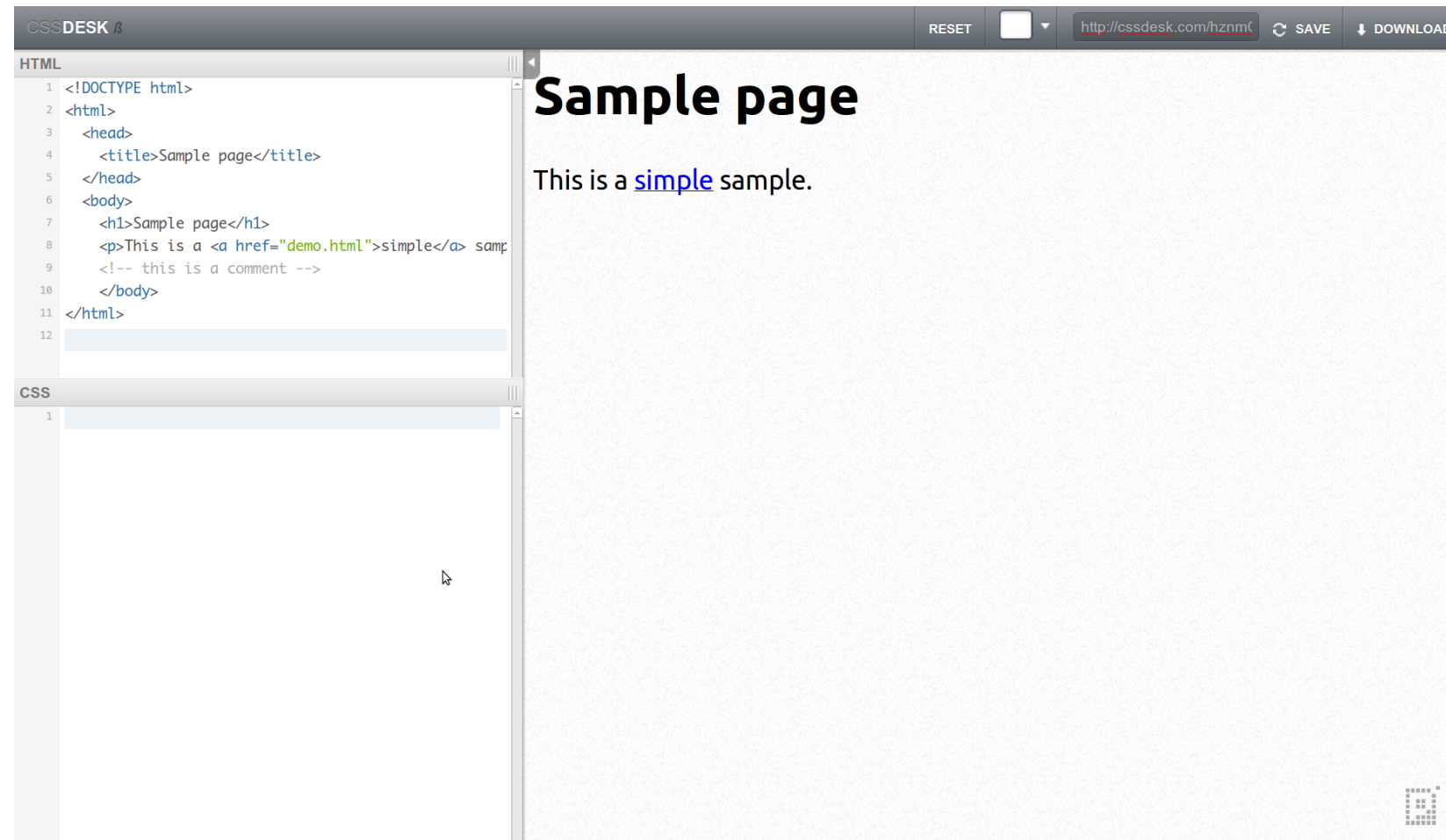
`span` elements are used to annotate the text inline (where no other inline element is suitable)

The concert took place in `<span class="location">Leipzig</span>`.



Challenge: Install [Firebug for Mozilla Firefox](#) or use the [Chrome Developer Tools](#) to inspect the webpage of your choice.

Try to find physical markup and other bad tag or table based layouts.



Challenge: Use [cssdesk.com](http://cssdesk.com) and play around with different HTML tag elements.  
This should include: [headings](#), [paragraphs](#), [links](#) and [lists](#)

These resource will help you as tutorials, references and on-line tools:

- [cssdesk.com](https://cssdesk.com) (Online HTML/CSS Sandbox)
- [Detailed list of HTML elements](#) (Reference)
- [SelfHTML](#) (Tutorial / Reference / German)
- [Markup validation service @ W3C](#) (Online service / tool)
- [HTML @ w3schools.com](https://www.w3schools.com/html/) (Tutorial)
- [List of HTML Character entity references](#) (Reference)

# CSS

## Cascading Style Sheets



- Anordnung ohne Tabellen ([semantic ui](#), [Bootstrap](#), [960gs](#), [blueprint](#))
- Was ist im Web sinnvoll, was nicht?
- Responsive Web Design? Mobile Devices?



- [LSoM Slides \(PDF\)](#)
- [SelfHTML](#) (oldschool but still recommendable)
- Helper:
  - [CSS Validation Service](#)
  - [CSS Desk](#) / [dabblet](#) (text sandbox)
  - [CSS 3.0 maker](#) (graphical sandbox)
  - [caniuse.com](#) (browser issue directory)
  - [Google Web Fonts](#)

Thank you for your Attention!

## My WebID:

- <http://sebastian.tramp.name>