1.	**Course Title**	**Web Programming**		
2.	**Course Code**	**CCPS3513**		
3.	**Status**	Faculty		
4.	**Credit Hour**	3 (2+1) 2 lecture (2 hours lecture x 14 weeks) 2 tutorials (2 hours per x 14 weeks) using simulator & emulator supervised by tutor		
5.	**Semester/Year**	1/3		
6.	**Prerequisites**	CCPS1513 Computer Programming		
7.	**Teaching method:**	Distance Learning (Electronic)		
8.	**Evaluation**	**Assessment and Marking Percentage:** Participation 5% Quizzes 15% Project 15% Mid Sem Exam 15% Final Examination 50%		
9.	**Lecturer**			
10.	**Objective of the Subject**	This subject is designed to enable students to: • Understand the concept of Internet and World Wide Web • Gain some basic information on how to design a web page • Understand the concept between web page and database • Understanding how to link webpages and processing results from database		
11.	**Learning Outcomes**	By the end of the subject, students should be able to: • Master the syntax and vocabulary of HTML and JavaScript • Apply the knowledge of web designing into the development phase • Develop fully functional and interactive web pages by using HTML and/or JavaScript • Develop web-based systems linking and processing to a distributed/local database		
12.	**Synopsis**	This course will cover several areas of Internet programming including Internet structure from view of programming, browsing homepage on Internet, introduction to HTML programming, introduction to workgroup programming, introduction to Java script and data safety on Internet.		
13.	**Topics**	Details	Lecture (Hrs)	Tutorial (Hrs)
	Week 1	Introduction • What is Internet? • Domain Name System • Internet Resources • Understanding the WWW	2	2
	Week 2	• Using web-browser • Using web-searching • Cookie technology	2	2
	Week 3	**Designing Web Application** • Design consideration • Trading performance for size and resolution	2	2
	Week 4	• Creating the design plan and map of the web site • Defining and designing the media components • **Gathering the components together**	2	2
	Week 5	Hypertext Markup Language (HTML) • **Introduction** • Uniform Resource Locators (URL) • Hypertext Transfer Protocol (HTTP)	2	2

		• Hypertext Markup Language (HTML)		
	Week 6	• **Fundamental of HTML scripting** • **A simple HTML document** • **Images and Hypertext Links**	2	2
	Week 7	• Home Pages • Collection of Hypertext Documents • Movies and Sound Files • Fill-in Forms • Characters	2	2
	Week 8	• HTML elements and markup tags • HTML specification • Dynamic HTML	2	2
	Week 9	JavaScript • Introduction • Data Types • Variables • Statements	2	2
	Week 10	• Functions • Arrays • JavaScript in Web Browsers	2	2
	Week 11	• Events handling • Forms • JavaScript Security	2	2
	Week 12	**Webpages and database manipulation** • Forms development using GUI IDE • **Forms processing** • Viewing data from database • Embedding SQL inside forms • Event modeling programming	2	2
	Week 13	**Webpages and database manipulation** • **Searching/Inserting/Deletion/Add information into database from the webpages** • **Web-services and SOA concepts**	2	2
	Week 14	• **Implementing SOA** **Deployment of web-based projects into the server**	2	2
		Total contact hours	28	28
		Equivalent lecture hours	28	14
		Total lecture hours	42	
		Credit hours	3	
14.	**Main reference: Textbook:**	Paul Wilton and Jeremy McPeak, **Beginning JavaScript**, 3rd Edition (Programmer to Programmer) (Paperback - May 21, 2007) Thomas Powell and Fritz Schneider , **JavaScript: The Complete Reference**, Second Edition by (2004)		
15.	**Additional References:** **Other Materials:**	1. Wendy Willard , **HTML: A Beginner's Guide**, Third Edition (2006) 2. Jennifer Niederst Robbins and Aaron Gustafson, **Learning Web Design: A Beginner's Guide to (X)HTML**, StyleSheets, and Web Graphics (2007) All materials will be available to the students online.		