

Liverpool John Moores University

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Title: INTERNET AND WEB TECHNOLOGIES
Status: Definitive
Code: **4004DACOMP** (125349)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
Carl Chalmers	Y

Academic Level: FHEQ4 **Credit Value:** 20 **Total Delivered Hours:** 57
Total Learning Hours: 200 **Private Study:** 143

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	33
Practical	22

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Website development	50	
Exam	AS2	Examination	50	2

Aims

To introduce students to the most common technologies underlying modern computer networking and communications, to introduce the basic concepts of internet and web technologies, to explore the design issues of modern networked applications.

Learning Outcomes

After completing the module the student should be able to:

- 1 Identifying appropriate uses of web client-side technologies
- 2 Convert user requirements into a website using server-side technologies
- 3 Identify applications of Internet protocols
- 4 Describe various features of the Internet infrastructure

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Website development	1	2
Exam	3	4

Outline Syllabus

Basic computer networking concepts
Internetworking: Personal, Local and Wide Area Networks
Internet Service Providers / Broadband / Telecommunications
Internet Protocols: TCP/IP/DNS/HTTP
Technical, social and regulatory challenges in the Internet
Understanding the construction of the World Wide Web
The basics of HTML5
CSS Stylesheets
Web Browsers and Rendering
Web Server Technologies
Scripting languages
XML
Social Media Technologies

Learning Activities

Learning activities will be through lectures and practical tutorials where students will be encouraged to ask questions and discuss case studies. The practical tutorials will be based around supported labs where students will be encouraged to put the theory gained in lectures and tutorials into practice.
This module will have online practical.

Notes

This module is intended to provide students with an understand of modern internet and web technologies. It will present the technologies underlying computer networking and the applications built on networks. These include Web page development, Web servers and social media.

