

Liverpool John Moores University

Title: INTERNET AND WEB TECHNOLOGIES
Status: Definitive
Code: **4102COMP** (121200)
Version Start Date: 01-08-2021

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

Team	Leader
Wasiq Khan	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.

Notes

This module is intended to provide students with an understanding 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.