Introduction to Internet and Web Development

Module Information

2022.01, Approved

Summary Information

Module Code	4522CSQR
Formal Module Title	Introduction to Internet and Web Development
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

Partner Teaching Institution

Institution Name
Oryx Universal College WLL

Learning Methods

Learning Method Type	Hours
Workshop	55

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-PAR	PAR	January	12 Weeks

Aims and Outcomes

Aims	To allow the student to investigate a variety of web development technologies and practice techniques for developing dynamic websites.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Appraise client side technologies on the World Wide Web
MLO2	2	Describe server side processing on the world Wide Web
MLO3	3	Create and maintain dynamic web content
MLO4	4	Develop dynamic web applications to access an appropriate datasource
MLO5	5	Describe and compare the behaviour of common internet communication protocols

Module Content

Outline Syllabus	Networks, the Internet and World Wide WebClient and Server communications; Request-response communication protocolsWeb DesignClient-side markup and formatting languagesWeb page layoutClient side dynamism techniques Server side dynamism techniques and programming (e.g. PHP)Asynchronous web applicationsWeb security; transport-layer security
Module Overview	
Additional Information	Increasingly much of the world's software is being run in a web browser. Software offered over the Web provides many sought after benefits in software deployment: ease of implementation, universality and ubiquity of access, and availability of server-side data and services. This module seeks to endow the student with the necessary knowledge and underpinning technologies to develop for the World Wide Web.Students will learn techniques and technologies to develop web applications, hosted on a web application server, using a server side programming language to dynamically generate standards compliant markup, driven from a data source, using design principles which abstract content from aesthetic and utilises client-side dynamism to enhance the user's experience, using industry standard toolsets and web-focused APIs.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Technology	Web application	50	0	MLO3, MLO4
Report	Development Report	50	0	MLO1, MLO2, MLO5

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Christopher Baker	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings

| Contact Name | Applies to all offerings | Offerings |