

Liverpool John Moores University

Title: WEB DEVELOPMENT TECHNOLOGIES
Status: Definitive
Code: **7028COMP** (103287)
Version Start Date: 01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Computing and Mathematical Sciences

Team	Leader
Denis Reilly	Y

Academic Level: FHEQ7
Credit Value: 15.00
Total Delivered Hours: 36.00
Total Learning Hours: 150
Private Study: 114

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	12.000
Practical	12.000
Tutorial	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	AS1	Individual assessment, including review of the best practices and the technologies available for a web development task, and the design of a website for the task.	100.0	

Aims

To develop an advanced understanding of the architectures of the Internet and the World Wide Web.

To provide an in-depth study of the concepts of the technologies that can be used to build basic web-based applications.

To develop practical skills in the use of best practices in developing applications for

the web.

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically evaluate the salient hardware and software architectures of a modern web based application.
- 2 Design and diagnose basic web-based architectures to support a wide range of applications.
- 3 Apply creative skills concerning the approaches and practices used to build basic prototype web applications using modern programming practices.

Learning Outcomes of Assessments

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

Web design and development	1	2	3
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Outline Syllabus

Overview of the Internet and World Wide Web.
Web applications communication architectures and protocols.
Client-side development: presentation and user interface.
Developing web applications with XHTML.
Cascading Style Sheets.
XML and RSS.
Document Object Model.
Introduction to scripting: JavaScript.
Security issues and protection.
Optimisation issues and techniques.

Learning Activities

Formal lectures will introduce core topics. Laboratory sessions will introduce coding exercises to develop programming skills.

References

Course Material	Book
Author	Jackson, J.C.
Publishing Year	2007
Title	Web Technologies: A Computer Science Perspective
Subtitle	
Edition	

Publisher	Prentice-Hall, Inc
ISBN	0131856030

Course Material	Book
Author	Deitel, H. & Deitel, P.
Publishing Year	2008
Title	Internet & World Wide Web: How to Program
Subtitle	
Edition	4th Edition
Publisher	Prentice Hall
ISBN	0131752421

Course Material	Book
Author	Yuen, P.K., Lau, V.
Publishing Year	2003
Title	Practical Web Technologies
Subtitle	
Edition	
Publisher	Addison Wesley
ISBN	0201750767

Notes

This module provides practical experience of building basic, modern, web-based applications as well as providing a thorough grounding of theory and technology currently in use.