Web Programming

Programme course

6 credits

Webbprogrammering

TDDD97

Valid from: 2017 Spring semester

Determined by
Board of Studies for Computer Science
and Media Technology

Date determined
2017-01-25

Main field of study
Information Technology, Computer Science and Engineering, Computer Science

Course level
First cycle

Advancement level
G2X

Course offered for
- Computer Engineering, B Sc in Engineering
- Computer Science and Engineering, M Sc in Engineering
- Industrial Engineering and Management - International, M Sc in Engineering
- Industrial Engineering and Management, M Sc in Engineering
- Computer Science, Master's programme
- Information Technology, M Sc in Engineering
- Computer Science and Software Engineering, M Sc in Engineering

Specific information
Can not be included in the degree together with TDDD24 or TDDI15.

Entry requirements
Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites
Good knowledge of object-oriented programming. Basic familiarity with web browsers and the Internet is assumed.

Intended learning outcomes
After completing this course the student would be able to
- have an overview of the techniques used in web programming
- use technologies such as HTML, CSS, Javascript, Python, Flask, SQL and JSON in applications that involve interactive web content.
- develop applications for both client and server environments
- give an account of issues related to *web services*, creating such services and using existing ones

Course content
The course covers the following areas:

- Overview of WWW, HTML, Javascript and other client-server techniques.
- Programming languages Python, Flask, SQL, Websockets, JSON and other server-side technologies

Teaching and working methods
The course will consist of a number of lectures and a series of laboratory exercises.

Examination

LAB1	Project and laboratory work	6 credits	U, 3, 4, 5

Grades
Four-grade scale, LiU, U, 3, 4, 5

Other information
Supplementary courses:
Advanced Web Programming

Department
Institutionen för datavetenskap

Director of Studies or equivalent
Jalal Maleki

Examiner
Henrik Eriksson

Education components
Preliminary scheduled hours: 48 h
Recommended self-study hours: 112 h

Course literature
Kursmaterialet utgörs av online material, samt läroböcker i Webbprogrammering. Aktuell utgåva av följande bok eller motsvarande annonseras på kursens hemsida.
Deitel, Deitel & Nieto. Internet and World Wide Web: How to program. Prentice Hall.

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.