

Web Programming and Interactivity

Programme course

6 credits

Webbprogrammering och interaktivitet

TDP013

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

Programming

Course level

First cycle

Advancement level

G2X

Course offered for

- Programming, Bachelor's Programme

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

Knowledge of object oriented programming is presupposed. Familiarity with C and C++ and networking and distributed systems is desirable. Familiarity with HTML, WWW, web browsers and the Internet is required.

Intended learning outcomes

The purpose of the course is to provide knowledge about practical and conceptual aspects of web-page with an interactive and executable content. The students will, after the course, be able to:

- Create rich web pages that include dynamic information, interactivity and database connectivity.
- Using programming languages such as JavaScript and PHP to create interactive Web content.
- Using techniques such as AJAX and SOAP to create interactive Web content.
- Apply the rules of good interaction design for web pages and sites.
- Plan and implement the creation of a website.

Course content

HTML: CSS, layout, form. Dynamic HTML, XML, PHP and Javascript. Client / server model. AJAX and Database Connectivity.

Teaching and working methods

The course is offered through a series of lectures and laboratory and project work. The assignments is examined through the submission and oral individual accounts.

Examination

UPG1	Active participation during seminary	0.5 credits	U, G
PRA1	Project work	3 credits	U, 3, 4, 5
LAB2	Computer exercises	2.5 credits	U, G

Grades

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

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Anders Fröberg

Course website and other links

<http://www.ida.liu.se/~TDP013>

Education components

Preliminary scheduled hours: 38 h

Recommended self-study hours: 122 h

Course literature

Additional literature

Other

The literature of the course is Internet-resources provided via the course website.

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://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.