

FACULTY OF COMPUTER APPLICATIONS

Programme	Bachelor of Computer Applications	Branch/Spec.	Bachelor of Computer Applications
Semester	I	Version	1.0.0.1
Effective from Academic Year	2022-23	Effective for the batch Admitted in	June 2022
Subject Code	U31A3BWP	Subject Name	BASIC WEB PROGRAMMING

Teaching scheme						Examination scheme (Marks)			
(Per week)	Lecture (DT)		Practical (Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	3		2	-	5	Theory	40	60	100
Hours	3		4	-	7	Practical	20	30	50

Objective:

- ✓ After the completion of the course, student able to learn Web and HTML concept and develop websites using different tools.

Pre-requisites:

- ✓ Students should know basic understanding of computer, text formatting, and notepad.

Course Outcomes :

Name of CO	Description
CO1	Understand fundamental of basic html.
CO2	Understand and Design advance tags of HTML5 and use different Semantic, Media and form Elements.
CO3	Implements html5 tags to create a website.
CO4	Understand the html5 API.
CO5	Design and implements different css in a web page.
CO6	Learn techniques of responsive web design, including media queries.

Mapping of CO and PO

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
Cos												
CO1	3	2	1	2	3	2	0	1	0	0	1	0
CO2	3	3	3	3	3	3	1	2	1	1	1	0
CO3	2	3	3	2	3	3	1	2	1	1	1	0
CO4	2	3	3	2	3	2	0	2	0	1	1	0
CO5	2	2	3	2	2	2	1	2	0	1	1	0

CO6	2	2	3	2	2	2	1	2	0	1	1	0
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Content:

Unit		Hrs
1	Introduction to HTML <ul style="list-style-type: none"> ▪ Understanding HTML , skeleton of HTML page, Create a Web Page (0.5) ▪ Basic Tags and attributes (2) ▪ Formatting Tags (2) ▪ List Tags (2) ▪ Advanced Layout with Tables (2.5) ▪ Working with Frame(3) 	12
2	Introduction to HTML5 What is HTML5?, New features of HTML5 (1) HTML5 Semantic and Structural Elements(4), New Media Elements(1), HTML5 New Input Types (1), HTML5 form elements and form validations,(3) Introduction of HTML5 canvas(1), Introduction of HTML5 SVG (Scalable Vector Graphics)(1), Drag and Drop elements(1), Introduction of HTML5 API: Geolocation, HTML5 web storage object, local storageobject, sessionStorage object, Application cache, updating cache, cache manifest file (2)	15
3	Introduction to CSS What is CSS, Benefits of CSS (1) Types of CSS and Use of different types of css with HTML (3) CSS Selectors (1) CSS Properties (3)	8
4	Introduction CSS3 CSS3 introduction, CSS3 Backgrounds & Text Effects (1), Styling tables with Pseudoclassess(2), Making Links Printable with: after and content(2), Creating multi column Layouts(2), CSS3 Animation(1) Building mobile interface with media queries(2)	10

Practical Content:

List of programs specified by the subject teacher based on above mentioned topics

Text Books:

1	Introduction to Internet and HTML Scripting , Bhaumik Shroff
2	HTML5 & CSS3 by Brain P. Hogan

Reference Books:

1	SAMS Teach Yourself HTML in 24 hours, Techmedia.
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2	The complete reference web design Thomas a. Powell, TATA McGraw -Hill, Second Edition
Web References / MOOC / Certification Course	
1	https://www.w3schools.com
Question Paper Scheme:	
	<p>Note for Examiners:</p> <p>Q-1 Must be common from any topics from syllabus.</p> <p>Q-2 And onwards must be from specific topics and internal choice or option can be given</p> <p>Paper Structure:</p> <p>Q-1 Attempt any Six Out of Nine: each question must be 5 marks: (30 Marks)</p> <p>Questions must be covered all possible section.</p> <p>Q-2 Must be from topics: Introduction to HTML: (06 Marks)</p> <p>Q-3 Must be from topics: Introduction to HTML5: (10 Marks)</p> <p>Q-4 Must be from topics: Introduction to CSS: (06 Marks)</p> <p>Q-5 Must be from topics: Introduction to CSS3: (08 Marks)</p>