

HANDBOOK

BACHELOR OF INFORMATICS PROGRAM

DEPARTMENT OF INFORMATICS

FACULTY OF INTELLIGENT ELECTRICAL AND INFORMATICS TECHNOLOGY

INSTITUT TEKNOLOGI SEPULUH NOPEMBER

Module name	Web Programming
Module level	Undergraduate
Code	IF184504
Courses (if applicable)	Web Programming
Semester	5
Contact person	
Lecturer	Rizky Januar Akbar, S.Kom., M.Eng.
Language	Bahasa Indonesia and English
Relation to curriculum	1. Undergraduate degree program; mandatory; 5 th semester. 2. International undergraduate program; mandatory; 5 th semester.
Type of teaching, contact hours	1. Undergraduate degree program: lectures, < 60 students, 2. International undergraduate program: lectures, < 40 students
Workload	1. Lectures: 3 x 50 = 150 minutes (2 hours 30 minutes) per week. 2. Exercises and Assignments: 3 x 60 = 180 minutes (3 hours) per week. 3. Private study: 3 x 60 = 180 minutes (3 hours) per week.
Credit points	3 credit points (sks).
Requirements according to the examination	A student must have attended at least 80% of the lectures to sit in the exams.

regulations	
Mandatory prerequisites	Object Oriented Programming
Learning outcomes and their corresponding PLOs	After completing this module, a student is expected to:
	CO1 Students have an understanding of the development of web technology and the basics of HTML.

	CO2 Students have the ability to create client-side applications using XHTML, CSS, PHP and JavaScript.	
	CO3 Students are able to create simple web applications	
	CO4 Students are able to create a simple web-based information system with ADO.NET.	
	CO5 Students are able to make web service applications.	
Content	<p>Knowledge:</p> <ul style="list-style-type: none"> • Mastering theoretical concepts and fundamentals of net-centric computing and related-recent technologies, in the fields of distributed and mobile computing, multimedia computing, high performance computing along with information and network security • Mastering the concepts and principles of: <ul style="list-style-type: none"> ▪ Design and development of software using standardized and scientific methods of planning, requirement engineering, design, implementation, testing, and product releasing, to produce software products that meet various parameters of quality, i.e. technical, managerial, and efficient ▪ Making simple programs in common programming languages as well as object-oriented programming languages, creating web applications and desktop applications, creating simple database to solve problems in the context of general software development. <p>Specific Skill:</p> <ul style="list-style-type: none"> • Able to implement the concept of net-centric computing, parallel computing, distributed computing for analyzing and designing an algorithm which may be used to solve computation problem in various fields. 	

	<ul style="list-style-type: none"> • Able to analyze, design and build software using software engineering process principles to produce software that meets both technical and managerial qualities
Study and examination requirements and forms of examination	Mid-terms examination and Final examination.
Media employed	LCD, whiteboard, websites, books (as references), etc.
Assessments and Evaluation	
Reading List	Harvey M. Deitel and Paul J. Deitel, "Internet & World Wide Web How to Program", 4th Edition, Pearson Education, Inc. , Upper Saddle River, NJ., 2008.