Description of Course Unit

Course unit title	Computer Programming II
Course unit code	VW 191203
Type of course unit (compulsory, optional)	compulsory
Level of course unit (according to EQF: first cycle Bachelor, second cycle Master)	first cycle Bachelor
Year of study when the course unit is delivered (if applicable)	
Semester/trimester when the course unit is delivered	2
Number of ECTS credits allocated	3.2
Name of lecturer(s)	Wahyu Wibowo, Brodjol Setijo SU, Mochammad Reza Habibi
Learning outcomes of the course unit	- Students are: - Able to build simple websites using platform - Able to understand and use HTML5 and CSS3 to build static web - Able to understand and use python-framework such as streamlit to build dynamic web - Able to perform data crawling on static and dynamic web - Able to perform data crawling using API - Able to build simple web-based computational application
Mode of delivery (face-to-face, distance learning)	Face to face
Prerequisites and co-requisites (if applicable)	-
Course content	1. Concept and plaftorm of web development 2. HTML and CSS 3. Static and dynamic web 4. Data crawling 5. Application programming interface 6. Interactive web-app
Recommended or required reading and other learning resources/tools	1. Broucke, S, 2018, Practical Web Scraping for Data Science, Apress 2. Raghavendra, S, 2022, Beginner's Guide to Streamlit with Python, Apress
Planned learning activities and teaching methods	Technology-based learning and blended learning
Language of instruction	Indonesian Language
Assessment methods and criteria	Assignment and Final Project