Syllabus of the cource

«*Web Programming*»

Specialty	*121 Software engineering*
Study Programme	*Software engineering*
Study cycle (Bachelor, Master, PhD)	*the first (bachelor) level of higher education*
Course status	*mandatory*
Language	*English*
Term	*third year, fifth semester*
ECTS credits	*5 credits*
Workload	*Lectures - 24 hours.*
	Laboratory - 24 hours.
	Self-study - 102 hours.
Assessment system	*Grading including Exam*
Department	*Department of Information Systems, auditorium 413 of the main building, phone: (057) 702-18-31, website: http://www.is.hneu.edu.ua/*
Teaching staff	*Dmytro Oleksandrovych Bondarenko, PhD in Technics, Associate professor;*
Contacts	*dmytro.bondarenko @hneu.net*
Course schedule	*Lecture: according to the current class schedule* *Practical: according to the current class schedule*
Consultations	*At the department of information systems, face-to-face, according to the consultation schedule, individual*

Learning objectives and skills:

mastery by students of a set of theoretical and practical knowledge regarding the basic principles of creating web sites, techniques and skills of programming, description and markup of web pages.

Structural and logical scheme of the course

Prerequisites	Post-requisites
Programming	Internet programming
Basics of algorithmization	Designing the interface of software systems
Object-oriented programming	Software quality and testing
Architecture of computers and computer networks	

Content of the academic discipline

Module 1. *Basics of modern Web technologies*

Topic 1. *Features of front-end and back-end development.*

Topic 2. *The essence of the World Wide Web. Features of Internet browsers*

Topic 3. *HTML (Hyper Text Markup language)*

Topic 4. *Formatting headers and text in HTML. Adding objects*

Topic 5. *Basics of working with CSS. Plugging in CSS and applying styles*

Topic 6 . *Appeal to CSS elements . BOX-model*

Module 2. *Interactive Web technologies*

Topic 7 . *Selectors and their priority. Grouping selectors*

Topic 8 . *Relative values in CSS. Imitation and positioning*

Topic 9 . *Scope of Javascript . Javascript connection*

Topic 10 . *Variables, data types, and arrays in Javascript*

Topic 11 . *Arithmetic and assignment. Interaction with the user*

Topic 12 . *Conditions and cycles. DOM document model. Using frameworks.*

Teaching environment (software)

Google Chrome , Visual Studio Code , Git

Assessment system

Assessment of students' learning outcomes is carried out by the University according to the cumulative 100-point system.

Current control is carried out during lectures and practical (seminar) classes and aims to assess the level of students' readiness to perform particular tasks, and is assessed by the amount of scored points.

The maximum amount during the semester – 60 points; the minimum amount required is 35 points. Final control is carried out at the end of the semester in the form of an exam (the maximum amount is 40 points, the minimum amount required is 25 points).

Current control includes the following assessment methods: assignments on a particular topic; testing; presentations, and essay writing.

More detailed information on assessment and grading system is given in the technological card of the course.

Course policies

Teaching of the academic discipline is based on the principles of academic integrity.

Violation of academic integrity includes academic plagiarism, fabrication, falsification, cheating, deception, bribery, and biased assessment.

Educational students may be brought to the following academic responsibility for breach of academic integrity: repeated assessment of the corresponding type of learning activity.

More detailed information about competencies, learning outcomes, teaching methods, assessment forms, self-study is given in the Course program