Course Title	Computer Ne	tworking and	Web T	echnologies		
Course Code	CSE125					
Course Type	Compulsory					
Level	Bachelor (1st cycle)					
Year / Semester	1 st Year / 2 nd	Semester				
Teacher's Name	ТВА					
ECTS	6	Lectures / we	eek	3 hours/14 weeks	Laboratories / week	None
Course Purpose and Objectives	Introduce th technologies in terms of fundamental the CCS st students. Th Finally the ne be engineer	troduce the students to the basics of computer networking and web echnologies. The course will cover the basics of computer networking terms of component and technologies used. The WWW and its indamental technologies are then examined. The HTML language, he CCS styling and JavaScript with jQuery are introduced to the sudents. The principles of web design and its importance is explained. inally the need for usability and user oriented design and how this can be engineered is introduced.				
Learning Outcomes	 Upon success Identifinetwo Comp Identifinopera Recognor Recognor Recognor Description Experimental 	sful completion iy the basic rking are circuit swi iy the operation tion. gnize the under by systems gnize the contro- ibe and impler available wel iment with we	n of the com tching on of ke erlying empora ment th b techr b usab	e course stud ponent and to packet swi ey physical lay technologies ary technolog he process of hologies ility and evalu	ents should be abl technologies of tching yer technologies a of the Internet as ies used in web sy designing web sys	e to: computer nd the their a platform rstems tems based eb systems
Prerequisites	None		Co-re	quisites	None	
Course Content	Introduction Introduction architecture. Computer Ne Circuit vs pa	to the orgar tworking cket switching	nization g; Con	n of the inte	ernet and the cl protocols; Interne	ient server et Protocol;

	Design as we set the schemical larger has designed						
	Basic concepts of the physical layer; bandwidth;						
	Internet protocols Domain Name System; Uniform Resource Locator; Hypertext transf Protocol; Web Browsers; Web Servers;						
	Introduction Web development						
	The Client-Server Model; Working in Web Development; HTML Syntax; semantic Markup; Structure of HTML documents; HTML Elements; HTML5 semantic Structure Elements;						
	Introduction to CCS						
	CCS syntax; Location of Styles; Selectors; How styles interact; the Model; CCS text styling;						
	HTML Tables and Forms						
	Styling Tables; Form Control Elements; Table and Form Accessibility						
	Web Media						
	Digital representation of images; Color models; Image concepts; file formats for audio and video;						
	JavaScript Language						
	JavaScript Language Fundamentals; Variables and Data Types; JavaScript utput; Conditionals; Loops; Arrays; Objects; Functions; Object Prototype the Document Object Model;						
	JavaScript with jQuery						
	jQuery foundations; event handling in jQuery, DOM manipulation; effects and animation; AJAX; asynchronous file transmission ;						
	Web Application design						
	Introduction to web usability and evaluation techniques; usability evaluation methods; analytic vs empirical; usability checklist; real-world web software design; principle of layering; software design patterns; data nad and domain patterns; presentation patterns; testing;						
Teaching	Face-to-Face						
Methodology	Pandy Connely and Ricardo Hear, Eundamontals of Web						
Bibliography	 Kandy Connory and Ricardo Hoar, Pundamentals of Web development, Pearson William Stallings, Data and Computer Communications, Pearson Prentice Hall 						

Assessment	Mid – Term Examination Final Examination Assignments/Lab Class Participation and attendance	20% 50% 20% 10% 100%	
Language	English		