CS9253 **WEB TECHNOLOGY** **L T P C**
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AIM:

To provide an introduction to Java and basic Web concepts and enable the student to create simple Web based applications.

OBJECTIVES:

- To introduce the features of object oriented programming languages using Java
- To design and create user interfaces using Java frames and applets
- To have a basic idea about network programming using Java
- To create simple Web pages and provide client side validation
- To create dynamic web pages using server side scripting

UNIT I BASICS OF JAVA 9

Java fundamentals – Class, Object – Inheritance – Polymorphism – Packages – Interfaces – Exception handling

UNIT II JAVA I/O AND NETWORKING 9

I/O – AWT – Event handling – Introduction to Threads - Basics of Networking –TCP and UDP sockets – Connecting to the Web

UNIT III DATABASE AND DISTRIBUTED APPLICATIONS 9

Applets – JDBC – Swings – Remote Method Invocation

UNIT IV HTML AND CLIENT-SIDE SCRIPTS 9

World Wide Web – HTML – List –Tables – Frames – Forms – HTTP commands – XML – DTD, Schema – XSLT – XML Parser – Client side scripting

UNIT V SERVER SIDE SCRIPTS 9

Server side scripting – JSP – Servlets – Session management – Cookies

TOTAL= 45 PERIODS

TEXT BOOKS:

1. Deitel and Deitel, "Java – How to program", 3rd ed., Pearson Education, 2001.
2. Robert W. Sebesta, "Programming the World Wide Web", 3rd ed.,Pearson Education, 2006. (Units 4,5)

REFERENCES:

1. Herbert Schildt, "Java – The Complete Reference", 7th ed., Tata McGraw Hill, 2007.
2. Chris Bates, "Web Programming", 3rd ed., Wiley, 2006.
3. Black Book, "Java 6 Programming", Dreamtech Press, 2007.
4. Deitel, "Java How to Program", Pearson Education, 2003.
5. W Clay Richardson, et al, "Professional Java JDK 6 Edition", Wrox, 2007.