

Academic Course Description

BHARATH UNIVERSITY
Faculty of Engineering and Technology
Department of Computer Science and Engineering
BCS 201- INTERNET PROGRAMMING
First Semester, 2016-17(Even Semester)

Course (catalog) description

To impart a sound knowledge on the principles of computers involving the different application oriented topics required for all engineering branches. Graduates will demonstrate the ability to apply knowledge of mathematics to develop and analyze computing systems. Graduates will have a solid understanding of the theory and concepts underlying computer science.

Compulsory/Elective course: Compulsory for all branch students

Credit & Contact hours : 2 & 30

Course Coordinator : Mrs.Fathima, Asst. Professor

Instructors :

Name of the instructor	Class handling	Office location	Office phone	Email (domain:@bharathuniv.ac.in)	Consultation
Ms.Fathima	All First Year Students	FIRST YEAR MAIN BULIDING		fathimaabi@gmail.com	9.00-9.50 AM
Mrs.Velvizhi	All First Year Students	FIRST YEAR MAIN BULIDING		velvizhisp@gmail.com	12.45-1.15 PM

Relationship to other courses:

Pre –requisites : BCS2L1- INTERNET PRACTICES LABORATORY

Assumed knowledge : The students with basic knowledge about computer

Following courses : Internet Practice Laboratory

Syllabus

UNIT I BASIC INTERNET CONCEPTS

6

Internet principles-I Pad dressing- Internet Service Provider (ISP) - URL- Basic web concepts- World Wide Web (WWW)- Intranet and Extranet-Internet Protocols: HTTP, TCP, UDP, FTP, Telnet- Domain Name System (DNS)- E mail- Next generation internet.

UNIT II WEB DESIGN BASICS

6

Introduction to HTML– Structure of HTML Document– Tags- Headings– Links– Images – Lists – Tables– Forms– Frames- Style sheets and its types.

UNIT III DYNAMIC HTML

6

INTRODUCTION TO DYNAMIC HTML- Object model and collections- Event model- Filters and transition- Data binding- Data control- Activex control.

UNIT IV CLIENT AND SERVER SIDE PROGRAMMING**6**

VBScript & JavaScript: Introduction- Operators– Data type- Control structures- Looping– Classes and Objects– Arrays- Functions- Events- Example programs.

UNIT V INTERNET APPLICATIONS**6**

Online database- functions of online database- Merits and Demerits- Internet Information Systems (IIS)- EDI applications in business and its types- Internet commerce- Types and Applications.

Computer usage : Yes

Professional component

General	- 0%
Basic Sciences	- 0%
Engineering sciences & Technical arts	- 100%
Professional subject	- 0%

Broad area : Computer science

Test Schedule

S. No.	Test	Tentative Date	Portions	Duration
1	Cycle Test-1	February 2 st week	Session 1 to 14	2 Periods
2	Cycle Test-2	March 2 nd week	Session 15 to 28	2 Periods
3	Model Test	April 2 nd week	Session 1 to 45	3 Hrs
4	University Examination	TBA	All sessions / Units	3 Hrs.

Mapping of Instructional Objectives with Program Outcome

To develop problem solving skills and understanding of computer basics through the application of programs. This course emphasizes:	Correlates to program outcome		
	H	M	L
1. To develop an understanding of the fundamentals of computing and programming.	b,c,d,j	a,f,k	e,g
2. To develop the ability to apply logics in programs.	b,c,f	a,d,g,h	j
3. To understand the analyzing problem solving techniques.	a,d,e	b,g	j,k
4. Introduce students to develop programs.	a,d,e	b,g,h,k	f,j
5. To learn the working knowledge in computer languages	e	a,b,c,d,g	j,k

H: high correlation, M: medium correlation, L: low correlation

Session	Topics	Problem solving (Yes/No)	Text / Chapter
UNIT I BASIC INTERNET CONCEPTS			
1.	Internet principles	No	[T1]
2.	IP addressing	Yes	
3.	Internet Service Provider (ISP), URL	Yes	
4.	Basic web concepts, World Wide Web (WWW)	No	
5.	Intranet and Extranet, Internet Protocols: HTTP, TCP, UDP, FTP, Telnet	No	
6.	Domain Name System(DNS), E mail, Next generation internet	No	
UNIT II WEB DESIGN BASICS			
7.	Introduction to HTML	No	[T1]
8.	Structure of HTML Document, Tags	No	
9.	Headings	No	
10.	Links	No	
11.	Images, Lists, Tables, Forms, Frames	No	
12.	Style sheets and its types.	No	
UNIT III DYNAMIC HTML			
13.	Introduction to Dynamic HTML		[T1]
14.	Object model and collections	No	
15.	Event model	No	
16.	Filters and transition	No	
17.	Data binding	No	
18.	Data control, Activex control	No	
UNIT IV CLIENT AND SERVER SIDE PROGRAMMING			
19.	VBScript & JavaScript: Introduction	Yes	[T1]
20.	Operators , Data type	Yes	
21.	Control structures	Yes	
22.	Looping	Yes	
23.	Classes and Objects	Yes	
24.	Arrays, Functions, Events, Example Programs	Yes	
UNIT V INTERNET APPLICATIONS			
25.	Online database	No	[T1]
26.	Functions of online database	No	
27.	Merits and Demerits	No	
28.	Internet Information Systems (IIS)	No	
29.	EDI applications in business and its types	No	
30.	Internet commerce, Types and Applications	No	

Teaching Strategies

The teaching in this course aims at establishing a good fundamental understanding of the areas covered using:

- Formal face-to-face lectures
- Tutorials, which allow for exercises in problem solving and allow time for students to resolve problems in understanding of lecture material.
- Laboratory sessions, which support the formal lecture material and also provide the student with practical construction, measurement and debugging skills.
- Small periodic quizzes, to enable you to assess your understanding of the concepts.

Evaluation Strategies

Cycle Test – I	-	5%
Cycle Test – II	-	5%
Model Test	-	10%
Assignments/Seminar/online test/quiz	-	5%
Attendance	-	5%
Final exam	-	70%

Prepared by: Ms.Fathima, Assistant professor

Dated :

Addendum**ABET Outcomes expected of graduates of B.Tech / ECE / program by the time that they graduate:**

- a. An ability to apply knowledge of mathematics, science, and engineering
- b. An ability to design and conduct experiments, as well as to analyze and interpret data
- c. An ability to design a hardware and software system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability
- d. An ability to function on multidisciplinary teams
- e. An ability to identify, formulate, and solve engineering problems
- f. An understanding of professional and ethical responsibility
- g. An ability to communicate effectively
- h. The broad education necessary to understand the impact of engineering solutions in a global, economic, environmental, and societal context
- i. A recognition of the need for, and an ability to engage in life-long learning
- j. A knowledge of contemporary issues
- k. An ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.

Program Educational Objectives**PEO1: PREPARATION**

Electronics Engineering graduates are provided with a strong foundation to passionately apply the fundamental principles of mathematics, science, and engineering knowledge to solve technical problems and also to combine fundamental knowledge of engineering principles with modern techniques to solve realistic, unstructured problems that arise in the field of Engineering and non-engineering efficiently and cost effectively.

PEO2: CORE COMPETENCE

Electronics engineering graduates have proficiency to enhance the skills and experience to apply their engineering knowledge, critical thinking and problem solving abilities in professional engineering practice for a wide variety of technical applications, including the design and usage of modern tools for improvement in the field of Electronics and Communication Engineering.

PEO3: PROFESSIONALISM

Electronics Engineering Graduates will be expected to pursue life-long learning by successfully participating in post graduate or any other professional program for continuous improvement which is a requisite for a successful engineer to become a leader in the work force or educational sector.

PEO4: SKILL

Electronics Engineering Graduates will become skilled in soft skills such as proficiency in many languages, technical communication, verbal, logical, analytical, comprehension, team building, interpersonal relationship, group discussion and leadership ability to become a better professional.

PEO5: ETHICS

Electronics Engineering Graduates are morally boosted to make decisions that are ethical, safe and environmentally-responsible and also to innovate continuously for societal improvement

Course Teacher	Signature
Mrs.Fathima	

Course Coordinator

HOD/ECE