

NOVA Information Management School

NOVA IMS

Course	Web Technologies and Mobile Apps
Coordinator:	Fernando Bryton
ECTS	5
Objectives:	<ul style="list-style-type: none"> 1 - Understand internet basic concepts 2 - Ability to develop web pages with XHTML and CSS 3 - Understand dynamic web applications (client and server side) 4 - Ability to develop dynamic web pages with Javascript (client side) 5 - Ability to develop dynamic web pages with PHP (server side) 6 - Ability to develop web applications connected to databases (MySQL) 7 - Ability to develop and use webservice 8 - Understand mobile applications 9 - Ability to design and develop mobile applications
Curricular Unit Contents:	<p>UA1 – Introduction to the world wide web (OA1, OA2)</p> <ul style="list-style-type: none"> 1. Introduction to the internet 2. HTML 3. CSS <p>UA2 – Web application development (OA3, OA4, OA5, OA6)</p> <ul style="list-style-type: none"> 1. Client and server side applications 2. Introduction to Javascript 3. Introduction to PHP 4. Development of web applications connected to databases (MySQL) <p>UA3 – Web services (OA7)</p> <ul style="list-style-type: none"> 1. Introduction to web services 2. Development and usage of web services <p>UA4 – Mobile applications (OA8, OA9)</p> <ul style="list-style-type: none"> 1. Introduction to mobile applications development 2. Introduction to android

	<p>3. Android applications</p> <p>4. Android applications interface design</p>
Teaching methods:	<p>The curricular unit is based in theoretical-practical classes, as well as in labs classes. The theoretical-practical classes entail concepts and methodologies presentation and discussion, as well as problem solving demonstrations. The labs classes entail the practical resolution of exercises with support from the teacher.</p>
Grading methods:	<p>1st season: Test 1 (30%) + Test 2 (30%) + Project (25%) + Labs (10%) + Lab attendance (5%)</p> <p>2nd season: Exam (75%) + Project (25%)</p>
Bibliography:	<ul style="list-style-type: none"> • Terre Felke-Morris, 2010, Web Development and Design Foundations with XHTML (5th Edition), Addison Wesley • Deitel & Deitel, Internet and World Wide Web How to Program, Prentice Hall, 2008 (Fourth Edition) • Marko Gargenta, Learning Android, O'Reilly (2011)