

MM9152 WEB PROGRAMMING

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UNIT I INTRODUCTION 9

Internet Principles – Basic Web Concepts – Client/Server model – Retrieving data from Internet – Scripting Languages – Perl Programming – Next Generation Internet – Protocols and applications.

UNIT II COMMON GATEWAY INTERFACE PROGRAMMING 9

HTML forms – CGI Concepts – HTML tags Emulation – Server–Browser communication – E–mail generation – CGI Client side Applets – CGI Server Side Applets – Authorization and Security – CGI programs using Perl.

UNIT III XML 9

Creating Markup with XML – Document Type Definition – Schemas – Document Object Model – Simple API for XML – Extensible Stylesheet languages – Formatting Objects – Xpath – XLink and XPointer – Introduction to SOAP – Case Studies – Custom markup languages.

UNIT IV SERVER SIDE PROGRAMMING 9

Dynamic Web Content – Server Side – Communication – Active and Java Server Pages – Firewalls – Proxy Servers – Web Service Implementation.

UNIT V ONLINE APPLICATIONS 9

Simple applications – On–line Databases – Monitoring User Events – Plug–ins – Database connectivity – Internet Information Systems – EDI application in business – Internet commerce – Customization of Internet commerce.

TOTAL = 45

TEXT BOOKS:

1. Deitel and Deitel, Nieto, Sadhu, “XML How to Program”, Pearson Education publishers, 2001.
2. Eric Ladd, Jim O’ Donnel, “ Using HTML 4, XML and Java”, Prentice Hall of India – QUE, 1999.
3. Jeffy Dwight, Michael Erwin and Robert Niles, “Using CGI”, prentice Hall of India – QUE, 1999
4. Scot Johnson, Keith Ballinger, Davis Chapman, “Using Active Server Pages”, Prentice Hall of India, 1999.