



**UNIVERSITY OF PRIZREN**  
**FACULTY OF COMPUTER SCIENCE**

**PROGRAM: Information Technologies and Telecommunication**

**Curriculum - – SYLLABUS**

<i>Level of studies</i>	BSc	<i>Program</i>	ITT	<i>Academic year</i>	2018/2019	
<i>SUBJECT</i>	Introduction to Web Languages and Technologies					
<i>Year</i>	2019	<i>Status Of the subject</i>	E	<i>Code</i>	//	<i>ECTS credits</i>
<i>Semester</i>	II					6
<i>Teaching weeks</i>	15		<i>Hours teaching</i>	60	<i>Lectures</i>	<i>Exercises</i>
					15	15
<i>Teaching Methodology</i>	Lectures, exercises, seminar papers, consultations, tests, case studies, assignments, etc.					
<i>Consultation</i>	One hour before and one hour after lectures					
<i>The teacher</i>	<b>Prof.Ass. Dhuratë Hyseni</b>		<i>E-mail:</i>	<b>dhurate.hyseni@gmail.com</b>		
			<i>Tel.:</i>	<b>044202109</b>		
<i>Assistant</i>	<b>Prof.Ass. Dhuratë Hyseni</b>		<i>E-mail:</i>	<b>dhurate.hyseni@gmail.com</b>		
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Study goal and table of content	Benefits of student
<p>The purpose of this course is for students to acquire knowledge on:</p> <p>The basics of programming on the Web, internet, web servers and web browsers, programming web page layout structures in HTML, preparing and formatting website submission pages, CSS, dynamic web site on the client side, JavaScript etc. The requirements for completing the purpose of this course are:</p> <ul style="list-style-type: none"> <li>• Programming skills</li> <li>• Active student during lectures and exercises.</li> </ul>	<p>Upon successful completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> <li>1. Possess basic knowledge on the Internet</li> <li>2. Be able to use Web servers and Web browsers</li> <li>3. Have knowledge of HTML Markup and XHTML languages,</li> <li>4. be able to build and manage the Web site,</li> <li>5. be able to prepare and format websites for web publishing with CSS,</li> <li>6. Possess basic and advanced knowledge in JavaScript</li> <li>7. Have knowledge of HTML markup languages..</li> </ol>

Methodology for the implementation of educational topics:			
In class hours, lecture materials will be discussed and discussed about the issues raised. In exercises, different case scenarios will be processed from the life cycle of the projects. Each student will make a presentation of achieving an example, a real project in the field of IT.			
Ways of assessing of the student (in %) :	Evaluation in%	Final grade	
• Regular attendance and participation	10	(91-100) - 10 (81-90) - 9 (71-80) - 8 (61-70) - 7 (51-60) - 6 (0-50) - 5	
• Tasks and projects	30		
• Final Exam	60		
<b>Total</b>	<b>100.00 %</b>		
Obligations of student:			
Lectures		Exercises	
Activities	Hour/ weeks	Days/Weeks	
Lectures	2	15	30
Laboratory exercises	2	15	30
Contacts with teachers / consultations	1	10	10

Practical work	1	10	10
Projects, presentations, etc.	1	10	10
Own study time	1	10	10
Preparation for final exam	5	5	25
Time spent in the assessment (tests, final exam, etc.)	1	15	15
<b>Notice: 1 ECTS credits= 25 hour commitment, e.g. if the subject has 6 ECTS credits student must have 150 hours during the semester commitment.</b>		<b>Total load:</b>	140
Week	Lectures	Hour	Exercises
	Topic		Topic
1	<b>Computers and the Internet</b>	2	What is Computer? Programming languages, Internet history, WWW History, W3C
2	<ul style="list-style-type: none"> <li>• Web browsers</li> <li>• Web Servers</li> <li>• Languages used for programming on the client side</li> <li>• Languages used for programming on the Severus side</li> </ul>	2	Exercises for <ul style="list-style-type: none"> <li>• Internte Explorer, Mozilla Firefox, Opera, Google Crome, etj</li> <li>• Apache dhe IIS,</li> <li>• HTML, CSS, JavaScript, etc, PHP, JSP, ASP.NET, Python, etc</li> </ul>
3	<b>Introduction to HTML</b>	2	HTML language exercises, HTML text-formatted pages structure, HTML page content, head, body and end, source code creation, HTML rules etc
4	<b>Coding texts, charts, images in HTML</b>	2	Exercises for fonts, font formatting, font size, tagging of titles, paragraphs, lists. Formats BMP, GIF and JPG images in HTML coding. Coding link, formatting link, images link, e-mail link, advanced link etc.
5	<b>Tabelat, Format dhe Frame në HTML</b>	2	HTML table coding, attributes for table tags, coding tables in different formats, advanced table codings, coding frames and frameset, coding HTML Web forms, METHOD and ACTION attributes of web forms, GET and POST properties, web form coding with static controls.
6	<b>Web site formatting with CSS</b>	2	Benefits of use CSS, syntax in CSS, coding styles in CSS, inheritance of the attributes, tables in CSS.
7	<b>Web site selector through CSS</b>	2	Exercises for selectors: universal, elementary, class, ID, offspring, parent-child, pseudo-element, pseudo-class, attributes, grouping elements and specifics of electors.
8	<b>Internal and external CSS</b>	2	Internal CSS coding, external CSS coding, ways to apply the internal CSS Web sites, ways of applying out CSS Web sites.
9	<b>Dynamic web site on the client side- JavaScript</b>	2	Exercises for JavaScript, Javascript syntax, Variables, Constants, Array, Operators etc.
10	<b>Conditionality and repeating cycles- JavaScript</b>	2	Exercises for conditionality with one, two and many branches, use of all cycles of repetition in eeb pages.
11	<b>Objects and events -JavaScript</b>	2	Declaration and use of objects, textual objects, mathematical objects, time objects, using cookies, events and event models etc

12	<b>Functions and validations -JavaScript</b>	2	Defining functions, generating random numbers through functions, local functions, global functions, recursive functions, using JavaScript to validate data on the Web site, Dynamic HTML (DHTML)	2
13	<b>HTML5: Elements and new attributes in HTML5</b>	2	Exercises for elements and attributes of HTML5	2
14	<b>HTML5: Web multimedia</b>	2	Basic concepts for multimedia, voice and video codecs on the Web, file format for voice, video format on the Web, incorporating voice and video on the Web (<audio> and <video>)	2
15	<b>HTML5: 2D and 3D graphics coding</b>	2	Exercises for 2D and 3D graphics coding (<canvas>)	2

<b>LITERATURE:</b>	
<ul style="list-style-type: none"> <li>• “Internet &amp; World Wide Web How to program”, Autore: Harvey M.Deitel, Paul J. Deitel &amp; Andrew B. Goldberg</li> <li>• HTML &amp; CSS Design and build Websites, John Wiley &amp; Sons, Inc.</li> <li>• etc</li> </ul>	
<b>NOTICE:</b>	
<ul style="list-style-type: none"> <li>• In general, lecture presentations will be made through the PowerPoint system, table, use of materials, computer programs and the internet.</li> <li>• As well, by the professor and the assistant will be provided and other additional materials (scientific papers, publications, national bulletins and discoveries and recent research).</li> <li>• During each session, a conversation approach and co-participation with students will be organized.</li> </ul>	
<b>Notice for the student:</b>	
<ul style="list-style-type: none"> <li>• Students are required to be regular in the lectures and exercises section.</li> <li>• The student's contribution in the form of conversation and co-participation with the students will be evaluated.</li> </ul>	