PROJET D'APPLICATION WEB

PRACTICAL IT PROJECT

Lecturers: **Daniel MULLER, René CHALON**

| Lecturers : 8.0 | TC : 10.0 | PW : 0.0 | Autonomy : 12.0 | Study : 0.0 | Project : 0.0 | Language : FR

Objectives

The objective of this lecture is to put into practice the notions and skills introduced by the other lectures of Computer Science, in the framework of a group project based on the design and development of a web application. The architecture of this application will be based on a dynamic web interface, and a service developed in Python on the server side.
The project will concern the whole application: data model, server, user interfaces (GUI) and client-server interactions.

Keywords : WebApp, Webservice, client-server architecture, HTML5, CSS3, Javascript, Ajax, JSON, Python, SQL.

Programme	- Web development context and tools. - Data model. - Client-server architecture and application protocol. - Principle of a server. - User interfaces.
Learning outcomes	• Master the basic tools and languages for web programming (HTML, CSS, Javascript). • Understanding client-server architecture based on web services. • Know how to do software testing. • Master the specific characteristics of IT project management (versioning).
Independent study	Objectifs : Design, development and testing of an application
	Méhodes : The students are divided into project groups of 4 to 5 people. They have to write a specification, deliver a functional and tested application, and perform the acceptance test of an application made by a competing group.
Core texts	Ben Frain, *RESPONSIVE WEB DESIGN WITH HTML5 AND CSS: DEVELOP FUTURE-PROOF RESPONSIVE WEBSITES USING THE LATEST HTML5 AND CSS TECHNIQUES, 3RD EDITION*, Packt, 2020 David Flanagan *JAVASCRIPT: MASTER THE WORLD'S MOST-USED PROGRAMMING LANGUAGE*, O'Reilly, 2020 Leonard Richardson *RESTFUL WEB APIS: SERVICES FOR A CHANGING WORLD*, O'Reilly,
Assessment	Final mark = 50% knowledge + 50% know-how (Knowledge = 100% final exam and know-how = 100% project deliverables).