APPLICATIONS WEB

WEB APPLICATIONS

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| Lecturers : 12 | TC : 4 | PW : 0.0 | Autonomy : 8 | Study : 8.0 | Project : 0.0 | Language : FR

Objectives

Many publishers develop Web technology applications, whether integrated into the Information System or stand-alone, offered in SAAS mode. The advantage lies in the ease of deployment and maintenance compared to a thick client, and the possibility of remote access compared to a dedicated application.

In another context, the multiplicity of mobile platforms makes it extremely expensive to develop native clients. Thanks to the maturation of standards related to HTML5, the choice of Web technology (WebApp) represents a transversal solution to this problem.

This course reviews the current state of Web standards and their implementation, and presents node.js a

Keywords : Webapp, HTML5, Javascript, nodejs

Programme	What is Web 2.0? HTML5, CSS3 and JavaScript APIs JavaScript, the language - Client-side Frameworks Introduction to NoSQL Node.js or JavaScript on the server side
Learning outcomes	• Be able to develop a simple Web application in nodejs technology • Have a transversal vision of the available technologies, and their limits, for the development of a Webapp
Independent study	Objectifs : To know how to carry out a project in Node.js using an HTML5 JavaScript API. Méhodes : Project in pairs
Core texts	Stoyan Stefanov, *JAVASCRIPT PATTERNS - BUILD BETTER APPLICATIONS WITH CODING AND DESIGN PATTERNS*, O'Reilly Media, 2010 Peter Gasston *THE MODERN WEB : MULTI-DEVICE WEB DEVELOPMENT WITH HTML5, CSS3, AND JAVASCRIPT*, No Starch Press, 2013 Pedro Teixeira*PROFESSIONAL NODE.JS - BUILDING JAVASCRIPT-BASED SCALABLE SOFTWARE.*, Wiley / Wrox, 2012
Assessment	Final mark = 50% Knowledge + 50% Know-how Knowledge N1 = 100% final exam Know-how N2 = 100% continuous assessment (project deliverables)