	SUBJECT: COMPUTER SCIENCE								
SEC-4	BCS-S605	Internet Technologies	L	Т	Р	С	Time for ES		
3LO- 4	BC3-3003	internet recimologies	2	-	-	2	3 Hrs.		
Pre- requ	uisite: NIL								
• Th	•	Making own Web page and how to what the protocols are involving in					n internet.		
Course C	Outcomes:								
CO1	Describe the evolution	on of the Internet.							
CO2	Understand the protocols and standards used throughout the Internet.								
CO3	Discuss a variety of Internet and WWW applications and related technologies.								
CO4	Evaluate the opport Internet.	unities and threats created by in	tercon	inectii	ng c	ompu	iters via the		
		Course Contents							
UNIT	Contents								
1.	Introduction to Internet Technology: Introduction to Internet, History of Internet, Internet Service Provider, Client/Server Architecture, Domain Name System, Web Server. Basics of HTML: Create static webpage using HTML tags; Apply CSS into webpage.						•		
2.	Active Server Pages 3.0: Introduction to ASP; Benefits of ASP; Advantages of ASP over HTML; Using scripting language; Setting primary scripting language; Including other files; Using virtual keyword and File keyword, Including Files; Transferring data using GET and POST methods; Introduction to IIS.								
3.	Server side coding with VBScript and XML: ASP Objects, Use different objects of ASP; Transfer values from one ASP web form to other web form using methods of objects of ASP; Use methods and properties of application and server objects of ASP; Manage session using session objects properties and methods; Apply Adrotator and Browser capability components in ASP web page.								
	l		T	otal l	<u>oct</u>	ıras	24		

Web Enabled commercial application development using HTML, DHTML, JavaScript, Perl,

Ivan Bayross, Practical ASP, BPB Publication.

2.

3.

CGI.

4.	Steven Holzner,HTML Black Book Dremtech press.						
Sugge	sted Reference Book(s):						
1.	Web Technologies, Black Book, dreamtech Press.						
2.	Knuckles, Web Applications: Concepts and Real World Design, Wiley-India						
3.	P.J. Deitel & H.M. Deitel, Internet and World Wide Web How to program, Pearson.						
Other Useful Resource(s)							
1.	www.w3schools.com/asp/						
2.	www.webwiz.co.uk						
3.	www.w3schools.com/html/						
4.	www.csstutorial.net/						

Course Outcomes Contributed to Programme Outcomes

PO→ CO→	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	AVERAGE
CO1	1	1	3	1	1	1	1	1	1.3
CO2	2	2	3	1	2	3	1	2	2.0
CO3	2	3	2	2	2	3	2	2	2.3
CO4	1	3	1	2	3	3	3	3	2.4
AVG.	1.5	2.3	2.3	1.5	2.0	2.5	1.8	2.0	2.0

Course Outcomes Contributed to Programme Specific Outcomes

PSO→ CO↓	PSO1	PSO2	PSO3	AVERAGE
CO1	3	1	1	1.7
CO2	3	2	2	2.3
CO3	2	3	3	2.7
CO4	1	3	3	2.3
AVG.	2.3	2.3	2.3	2.2