

GANPAT UNIVERSITY									
FACULTY OF ENGINEERING & TECHNOLOGY									
Programme	Bachelor of Technology				Branch/Spec.	Computer Engineering, Information Technology, Computer Engineering (Artificial Intelligence)			
Semester	II				Version	1.0.0.0			
Effective from Academic Year	2026-27				Effective from the batch admitted in	July 2026			
Course Code	2PCC-CE-1101				Course Name	Basics of Web Technology			
Course Category	Professional Core Courses (PCC)								
Teaching Scheme					Examination scheme (Marks)				
(Per week)	Lecture (DT)		Practical (Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	2	0	1	0	3	Theory	50	50	100
Hours	2	0	2	0	4	Practical	25	25	50
Pre-requisites:									
Basic knowledge of Computer									
Course Outcomes									
COs	Description								
CO1	Understand core web terminologies related to web communication.								
CO2	Apply HTML knowledge to create effective static web pages with different elements.								
CO3	Design attractive and responsive websites using CSS and Bootstrap techniques.								
CO4	Develop programming skills using JavaScript to build interactive web applications.								
Theory Syllabus									
Unit	Content								Hours
1	Introduction: Introduction of Internet, WWW, URL, HTTP & HTTPS, IP address, domain name server, website, static & dynamic web pages, web server & web browser, browser plugin								02
2	HyperText Markup Language (HTML 5): Introduction of HTML, Structure of HTML, Head and Body Elements of HTML, HTML Basic Tags, HTML Formatting, HTML Entities, HTML Links, HTML Images, HTML Frames, HTML Tables, HTML Lists, HTML Forms								11
3	Cascaded Style Sheet (CSS 3): CSS Introduction, CSS types - external, internal, inline style sheet, CSS selectors, CSS properties: background, font, border, margin, padding, list, text, dimension, positioning, Pseudo-classes, Pseudo-elements, CSS media								09
4	Introduction to JavaScript: Introduction of JavaScript, JavaScript engine working process, types of JavaScript, variable, data types, operators, conditional statements, pop-up boxes								04
5	Introduction of Bootstrap: Overview of Bootstrap, environment setup, Bootstrap package, Bootstrap container classes, grid system, buttons, tables and navbars								04
Practical and Self Learning Content									
Practical, assignments, quiz, industrial visit, field survey and tutorials are based on the above syllabus.									
Text Books									

1	Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics by Jennifer Niederst Robbins, 5th Edition, O'Reilly Publication
2	HTML 5 and CSS 3.0 to the Real World by Alexis Goldstein, Sitepoint publication
3	The Complete Reference: HTML & CSS by Thomas A. Powell, Fifth Edition, McGraw Hill publication
Reference Books	
1	Mastering HTML, CSS and Javascript Web Publishing by Laura Lemay, Rafe Colburn and Jennifer Kyrnin, BPB Publication
2	Web Programming with HTML5, CSS and JavaScript by Jone Dean, Johns & Bartlett Learning
3	Website Design and Development with HTML5 and CSS3 by Rebah, Boukthir and Chedebois, John Wiley & Sons publication
4	Introduction to Web Technology by Uttam K. Roy
5	CSS cook book by Christopher Schmitt, O'Reilly publication
ICT/MOOCs Reference	
1	https://www.edx.org/course/html5-and-css-fundamentals
2	https://www.coursera.org/learn/html-css-javascript-for-web-developers
3	https://onlinecourses.swayam2.ac.in/aic20_sp11/preview
4	https://www.classcentral.com/course/html-css-javascript-for-web-developers-4270
5	https://onlinecourses.swayam2.ac.in/ntr25_ed123/preview

Mapping of COs, POs, and PSOs														
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	1	3	2	0	0	1	1	2	1	0	0	1
CO2	3	2	3	2	3	0	0	2	0	3	2	0	2	3
CO3	3	2	3	2	2	0	0	2	0	3	2	0	3	2
CO4	3	1	3	2	2	0	0	2	0	3	2	0	0	3

Bloom's Taxonomy Level				
Unit	Unit Title	Aligned COs	Learning Hours	BTL Level
1	Introduction	CO1	02	R,U
2	HyperText Markup Language (HTML 5)	CO2	11	A
3	Cascaded Style Sheet (CSS 3)	CO3	09	C
4	Introduction to JavaScript	CO4	04	A,N
5	Introduction of Bootstrap	CO3	04	C

Note:

- Version 1.0.0.0 (First Digit= New syllabus/Revision in Full Syllabus, Second Digit=Revision in Teaching Scheme, Third Digit=Revision in Exam Scheme, Forth Digit= Content Revision)
- 1 Hour Lecture = 1 Credit, 1 Hour Tutorial = 1 Credit, 2 Hours Practical = 1 Credit, 2 Hours Internship/Project/Seminar = 1 Credit
- Bloom's Taxonomy Level (BTL): R: Remember, U: Understand, A: Apply, N: Analyze, E: Evaluate, and C: Create