

GANPAT UNIVERSITY													
FACULTY OF ENGINEERING & TECHNOLOGY													
Programme		Bachelor of Technology			Branch/ Spec.		Computer Science & Engineering Computer Science & Engineering (Big Data and Analytics) Computer Science & Engineering (Cyber Security) Computer Science & Engineering (Artificial Intelligence and Machine Learning)						
Semester		I			Version			1.0.0.0					
Course Code		2PCC-CSE-1101			Course Name			INTERNET PROGRAMMING					
Effective from Academic Year		2026-27			Effective for the batch Admitted in			July 2026					
Course Category		PCC											
Teaching, Learning, and Examination Scheme													
Teaching & Learning Scheme							Examination scheme (Marks)						
Hours (per week)				Cr	SL	TSL	Theory			Practical			
L	TU	P	TTH				CE	SEE	Total	CE	SEE	Total	
3	0	4	7	5	45	150	50	50	100	50	50	100	
L: Lecture, TU: Tutorial, P: Practical, TTH: Total Teaching Hours/Week, Cr: Credit, SL: Min. Self Learning/Term Work Hours/Sem, TSL: Min. Total Teaching & Learning Hours/Sem, CE: Continuous Evaluation, SEE: Semester End Examination,													
Pre-requisites													
Basic knowledge of HTML and Internet.													
Course Outcomes													
COs After completing the Course, students will be able to													
CO1 Understand basics of the World Wide Web													
CO2 Understand HTML5, CSS3, JavaScript, BootStrap.													
CO3 Develop responsive web applications.													
CO4 Learn how to host a website on a server.													
Theory Syllabus													
Unit	Content												Hrs
1	World Wide Web Foundation Introduction to Anatomy of webpage, Structure of the webpage, Basic Tags, Meta Tags and their impacts on Search Engines, HTML Elements, HTML Headings, HTML Paragraph, HTML Lists , HTML Hyperlink, HTML Tables, HTML Images, HTML iFrame, HTML Block and Inline.												4
2	Hyper Text Markup Language 5 Basic tags of HTML5, HTML5 Forms and Attributes, HTML Input Types and Attributes, HTML5 Multimedia Support (Audio – Video and Controls).												4
3	Cascading Style Sheets (CSS) Introduction to CSS, CSS Syntax, Types of CSS, CSS Selector, Colors, Backgrounds, Borders, Margins, Padding, Height/Width, Box Model, Outline, Text, Fonts, Icons, Links, Lists, Tables, Display, Max-width, Position, Overflow, Float, Inline-block, align, Pseudo-classes and elements in CSS, CSS Opacity, Navigation Bar, Dropdowns, Image Gallery, Forms.												8
4	Cascading Style Sheets 3 (CSS3) CSS Rounded Corners, Gradients, Shadows, 2D – 3D Transforms and Transitions, Animations, Tool Tips, Box-Sizing, Media Queries and CSS Responsive												6
5	Bootstrap Introduction to Bootstrap, Bootstrap Grid System, Base Bootstrap CSS, Bootstrap Components. Introduction to Font-Awesome libraries; how to use Google Fonts.												4
6	JavaScript Programming Language vs Scripting Language, Client Side Scripting Vs Server Side Scripting, Variables, Control Structures, Primitives and Objects, Functions, Events, and Arrays.												10
7	Working with Web Forms & Hosting a Website Handling Forms, Handling Windows, DOM Objects, Strings in JS, AJAX, JS Object & Properties, JSON Introduction Demonstrating how to host any website LIVE on the Internet.												9
Practical Content													

All practicals are based on HTML,CSS, Javascript and developing responsive web applications using BootStrap and Media Query, Hosting a website on server														
Text Books														
1	Internet and World Wide Web, How To Program by Harvey M. Deitel & Paul J. Deitel, Pearson Publication.													
2	A Beginner's Guide JavaScript by John Pollock, McGraw Hill Publication.													
Reference Books														
1	HTML& CSS: The Complete Reference by Thomas A Powell, McGraw Hill Publication.													
2	O'Reilly HTML5 Pocket Reference													
3	O'Reilly CSS Pocket Reference													
4	O'Reilly JavaScript Pocket Reference													
Mapping of Cos, POs, and PSOs														
COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	P O 7	PO 8	PO 9	PO 10	PO 11	PSO 1	PSO 2	PSO 3
CO1	3	1	3	1	3	3	1	1	1	3	2	2	3	2
CO2	3	1	3	1	3	3	1	2	1	2	3	2	3	2
CO3	3	2	3	1	3	3	1	2	2	2	3	2	3	3
CO4	3	2	3	2	3	3	3	3	3	3	3	3	2	3
Unit	Unit Title								Aligned COs		Learning Hours		BTL Level	
1	World Wide Web Foundation								1		4		R,U	
2	Hyper Text Markup Language 5								1,2		4		R,U	
3	Cascading Style Sheets (CSS)								1,2		8		R,U,A	
4	Cascading Style Sheets 3 (CSS3)								1,2		6		R,U,A	
5	Bootstrap								2		4		U,A,N	
6	JavaScript								3		10		U,A	
7	Working with Web Forms & Hosting a Website								1,2,3,4		9		U,A,N,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)
- L=Lecture, TU=Tutorial, P= Practical/Lab., TW= Term work, DT= Direct Teaching, Lab.= Laboratory work
CE= Continuous Evaluation, SEE= Semester End Examination
- 1 Hour Lecture = 1 Credit, 1 Hour Tutorial = 1 Credit, 2 Hours Practical = 1 Credit, 2 Hours Internship/Project/Seminar = 1 Credit
- As per NCeF/NEP 2020, Minimum Self-Learning or Term Work Hours per Semester should be calculated in such a way that 1 Credit should have minimum 30 Hours of Teaching and Self Learning Engagement per semester