PROG: Web Programming and Databases 2

Module Title:	Web Programming and Databases 2
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	8 programme(s)

Teaching & Learning Strategies:	There will be two 1-hour lectures and four hours laboratory work per week. The laboratory sessions will provide students with the opportunity to practice the programming material presented in lectures. The students will be expected to participate actively in lectures and lab sessions.

Module Aim:	To have students produce dynamic Web applications using client side and server side technologies, with an appreciation of security issues, the User Experience and the importance of testing these web applications.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Design and code dynamic websites that integrate with databases using server-side technologies.
LO2	Design, code and test websites that will give a high level of user satisfaction and maximise user productivity
LO3	Be aware of the security issues with the websites being developed.

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

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Module Content & Assessment

Indicative Content
Developing Dynamic Web Sites with Database Integration Developing Dynamic Web Sites with Database Integration using PHP and MySQL with an awareness of potential security issues. Testing these websites for functionality and usability.
Interacting with the database SQL - DML queries
User Experience Developing an understanding of the user. Designing interfaces using a selection of prototyping, concept development, building scenarios etc.
Website Testing Functionality testing, Usability testing etc

Assessment Breakdown	%
Continuous Assessment	25.00%
Practical	25.00%
End of Module Formal Examination	50.00%

Continuous Assessment

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Practical/Skills Evaluation	Implement a dynamic website using Javascript, CSS, HTML , MySQL and PHP including consideration of usability issues.	1,2	25.00	Week 9

No Project

Practical

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Practical/Skills Evaluation	Work on the lab sheets provided each week to practice applying concepts and techniques presented in lectures.	1,2,3	25.00	Every Week

End of Module Formal Examination

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Formal Exam	This exam will assess all the different aspects of the module addressed in lectures.	1,2,3	50.00	End-of-Semester

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

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Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	12 Weeks per Stage	2.00
Laboratory	12 Weeks per Stage	4.00
Estimated Learner Hours	15 Weeks per Stage	3.53
	Total Hours	125.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KWCCD_B	Bachelor of Science (Honours) in Creative Computing and Digital Innovation	4	Mandatory
CW_KCCYB_B	Bachelor of Science (Honours) in Cyber Crime and IT Security	4	Mandatory
CW_KCCIT_B	Bachelor of Science (Honours) in Information Technology Management	4	Mandatory
CW_KCSOF_B	Bachelor of Science (Honours) in Software Development	4	Mandatory
CW_KCCYB_D	Bachelor of Science in Cybercrime and IT Security	4	Mandatory
CW_KCCSY_D	Bachelor of Science in Information Technology Management	4	Mandatory
CW_KCSOF_D	Bachelor of Science in Software Development	4	Mandatory
CW_KCCOM_C	Higher Certificate in Science in Computing Programming	4	Mandatory