



Course syllabus

Faculty Board of Science and Engineering
School of Computer Science, Physics and Mathematics

1DV406 ASP.NET Web Forms, 7,5 högskolepoäng
ASP.NET Web Forms, 7.5 credits

Main field of study

Computer Science

Subject Group

Informatics/Computer and Systems Sciences

Level of classification

First Level

Progression

G1F

Date of Ratification

Approved by the Board of the School of Computer Science, Physics and Mathematics
2009-06-23

Revised 2010-08-18. Revision made for English translation of the syllabus, prerequisites and course evaluation.

The course syllabus is valid from spring semester 2011

Prerequisites

Starting out with C# (1DV402), 7.5 credits,
Introduction to Web Technologies (1IK415), 7.5 credits, Web Technology I (1DV403),
7.5 credits, Database Engineering (1DV405), 7.5 credits or equivalent.

Expected learning outcomes

This course provides basic knowledge of Web applications developed with ASP.NET and C# programming language. After completing the course, the student is expected to:

- demonstrate an understanding of the built-in support Microsoft .NET Framework provides for the development of Web applications using Web Forms.
- understand event-driven programming such as ASP.NET Web Forms implement it.
- demonstrate knowledge of how ASP.NET Web Forms and ADO.NET can be used in the development of web applications linked to data sources.
- be able to create basic Web applications.

Content

- Web Forms, server controls, validation controls.
- User Controls, Themes and Master Pages.

- ADO.NET, bind data to controls, data controls.
- Usability, security, multi-layered Web applications.

Type of Instruction

The course is offered at campus and as distance course. The course uses a Web-based teaching platform where all information and materials relating to the course is published.

The course consists of lectures and a practical part, including several programming exercises and assignments. The theory provides the fundamental principles, which are used as the basis for the creation of self-knowledge, which is then used in programming assignments and a final individual project.

Teaching at a distance is built completely around the material that is provided through the Internet. Activities such as assignments, discussions, statements and interaction are conducted via the Internet why attendance or other physical presence is neither planned nor required. Students are expected to have access to an Internet-connected computer, which preferably is equipped with a headset and webcam.

Examination

The course is assessed with the grades U,3,4 or 5.

The final grade is given for completion of the course and based on the weighted result from both theory tests and applications. The latter consists of programming tasks, whose solution quality is of great importance for the final assessment.

On request, students may have their credits translated to ECTS marks. Such a request must be sent to the examiner before the grading process starts.

Reexaminations are offered within six weeks under the regular semester periods. The numbers of examinations are limited to five times.

Course Evaluation

A course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The result of the course evaluation will be filed at the department.

Other

The programming language C # and the development environment Visual Studio are used in the course.

Required Reading and Additional Study Material

Additional Study Material

Web-based materials are provided on the course website.

The Required Reading and Additional Study Material are subject to changes.