

University Mohamed Boudiaf - Msila
Faculty of Mathematics and Computer Science
Department of Computer Science
1st Year Master - SIGL



Web Technologies

Module Introduction

Mohamed Kamel

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Objectifs

Be able to describe the essential elements of Web technologies by providing a high-level overview of key terms and concepts, languages, architectures and tools available.

Contents

- Introduction to web technologies
- Web project lifecycle
 - Planning, analysis, and design
 - Development and testing
 - Deployment
 - Maintenance
- Client-side technologies
 - HTML, JavaScript, and CSS
 - Client-side frameworks and libraries

Contents

- Server-side technologies
 - Forms
 - Basic database operations (CRUD)
 - Session and cookie management
 - Server-side frameworks and libraries
- Development tools
 - Integrated development environment (IDE)
 - Source Control
- Open-source solutions
 - Software
 - Licenses

Evaluation method

- Presence : 5 Points
 - Unjustified absence : -0.5 Point
 - Justified absence : -0.5 Point
- Interrogation : 6 Points
- Mini project : 6 Points
- Personal work in labs : 3 Points
- Final exam : 20 Points

References

Suggested references on the Web:

- W3Schools Online Web Tutorials
<https://www.w3schools.com/>
- Computer Programming Tutorial
<https://www.tutorialspoint.com/>

Questions ?