

LE09: 17/04/2020

Master in Informatics and Computing Engineering
Database and Web Applications Laboratory
Instance: 2019/2020

Lecture #9 :: 17/04/2020

Goals

By the end of this class, the student should be able to:

- Identify and describe the main client-side web technologies.
- Describe and apply the key concepts associated with performance in web applications.
- Describe and apply the key concepts associated with accessibility and usability in web applications

Content

- Overview of client-side web technologies.
- HTML, CSS and JavaScript
 - Brief History.
 - Main features and latest versions.
- Web APIs.
- Performance in web applications.
- Accessibility and Usability in web applications.

Bibliography

- HTML
 - [Introduction to the World Wide Web](#), in Raggett on HTML 4 (1998).
 - [A history of HTML](#), in Raggett on HTML 4 (1998).
 - [HTML5 - Edition for Web Developers](#)
 - [HTML Dog - HTML and CSS Tutorials](#)
- CSS
 - [Cascading Style Sheets 2.2](#)
 - [Complete CSS Guide from westciv](#)
 - [CSS - Mozilla Developer Network](#)
- JavaScript e jQuery
 - [JavaScript - Mozilla Developer Network](#)
 - [Comparison of JavaScript frameworks](#), Wikipedia (April 2020)

- Performance in web applications:
 - [Make the Web Faster | Google](#)
 - Steve Souders. *High Performance Web Sites*. O'Reilly (2007). ISBN-13: 978-0596529307.
 - Steve Souders. *Even Faster Web Sites*. O'Reilly (2009). ISBN-13: 978-0596522308.
- Accessibility and Usability
 - [W3C Accessibility](#)
 - [Usability.gov](#)

Materials

- Materials presented in class: [Front-end Web Technologies](#).
- Materials presented in class: [Web Performance](#).
- Video recording of the class: [Shared Drive da UP](#)
- Other materials: [Web Accessibility and Usability](#).

Summary

- The main technologies associated with client-side web development. History of HTML and main Web APIs. Main guidelines and best practices associated with performance in web applications.¹⁾

— *LBAW, 2019/20*

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¹⁾

As principais tecnologias associadas ao desenvolvimento web cliente. História do HTML e principais APIs Web. Principais regras e boas práticas associadas ao desempenho em aplicações web.

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