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| **Sl. No** | **Syllabus** | **Curriculum** | **Deployment Strategy and**  **Tool** | **Cross-cutting issues**  **integrated** | **PO, PSO and CO** | **Attainment Verification** |
| 1. | Programming the Web | 1. Web technology refers to the means by which computers communicate with each other using markup languages and multimedia packages. It gives us a way to interact with hosted information, like websites. Web technology involves the use of hypertext markup language (HTML) and cascading style sheets (CSS). 2. Web technology is the establishment and use of mechanism that make it possible for different computers to communicate. You can also share resources or the building blocks of an effective computer networking system. Well as you know that now everything needs internet to get access in many things 3. Six Web Design Features are :  * Quality Web Content. There's one primary reason people use search engines and browse websites, and that is to search for information. * Clear, User-friendly Navigation. * Simple and Professional Web Design. * Webpage Speed. * Search Engine Optimisation. * Web Compatibility. | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO1:Engineering Knowledge  PO2:Problem Analysis  PO3:Design/Development Of Solutions  PO4:Conduct Investigations Of Complex Problems |  |
|  |  | PO5:Modern Tool Usage  PO7:Environment And Sustainability  PO8:ETHICS  PO9:INDIVIDUAL AND TEAM WORK  PO12: Life-long  Learning. |
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|  |  | PSO1:Professional Skills |
|  |  | PSO3: Successful |
|  |  | career and |
|  |  | entrepreneurship |
|  |  | **CO1** Explain the functions of clients and servers on the Web with strengths and weaknesses of the client-server internet approaches to web design and implementation  **CO2** Program, access, and manipulate data through the adoption of accepted standards, mark-up languages.  **CO3** Design and implement a client-server internet application that accommodates specific requirements and constraints |
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