

Introduction

Web Atelier

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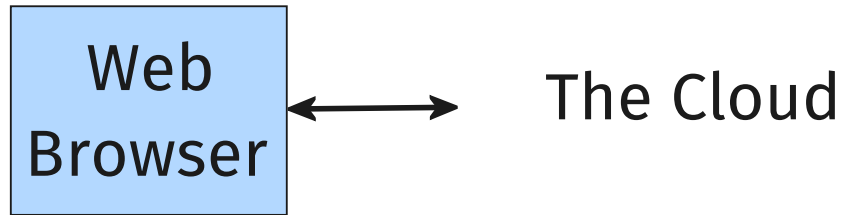
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World Wide Web

- On the Web anyone can access, publish, and share hyper-multi-media information
- The Web is the next operating system platform for delivering software applications to users
- The Web works thanks to open standards

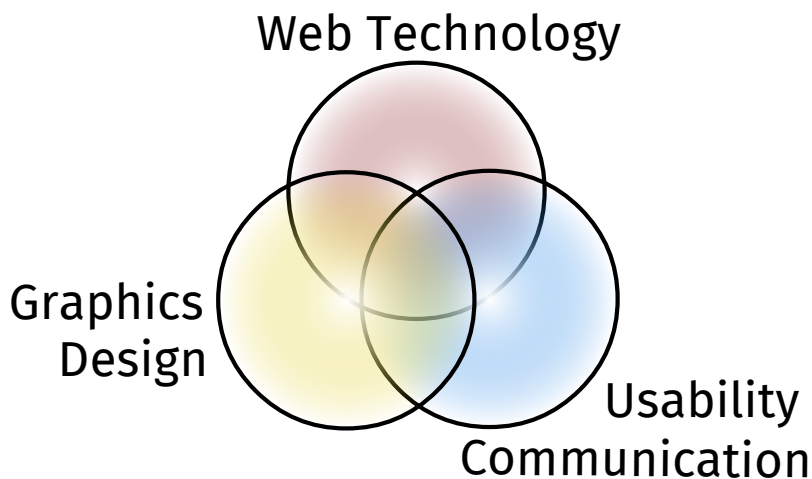
Web Operating System

- The network is the computer
- http://en.wikipedia.org/wiki/Web_desktop



Web Development

Professional Web development requires to master technical **computer science** skills, the art of **graphical design**, and a good understanding of **usability**



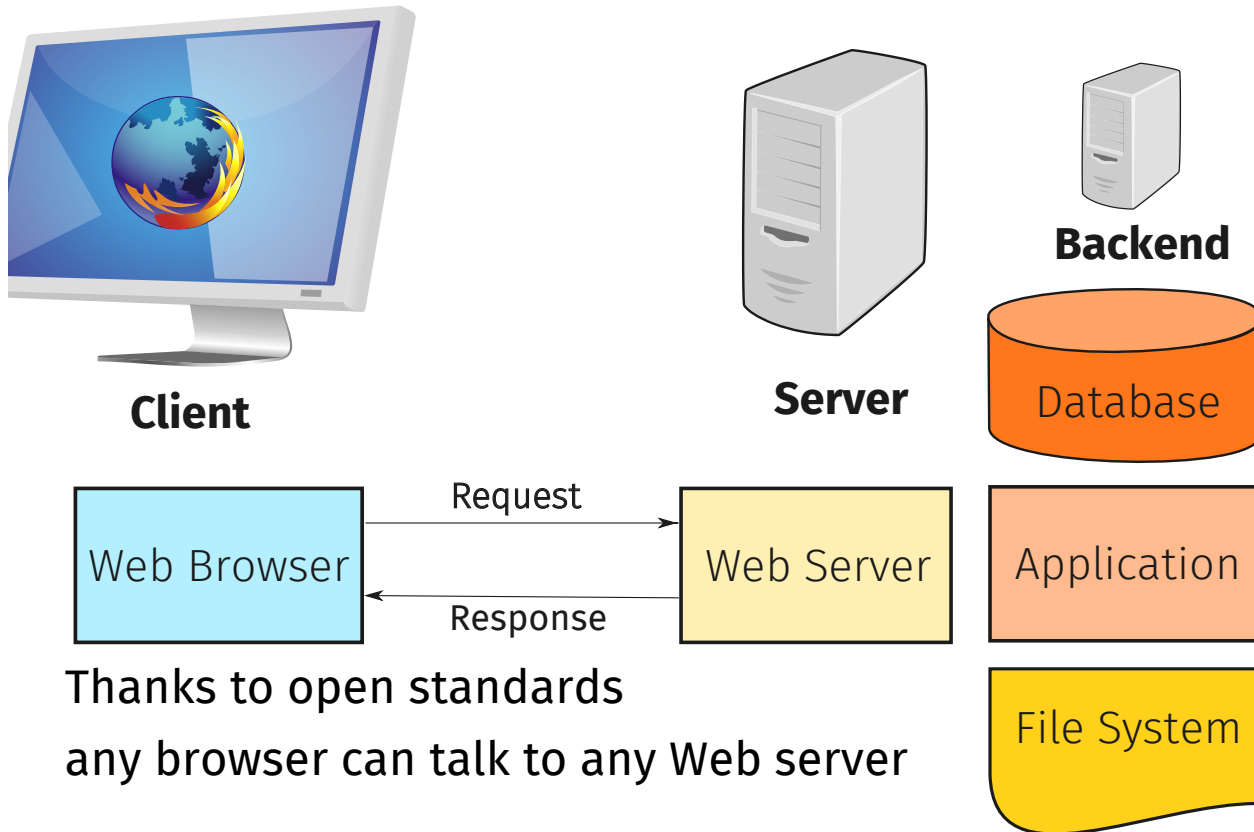
In this atelier you will learn the most important basic technologies related to Web development by exercising them on practical projects

Do not forget that the Web is a **medium** to deliver **content** and applications to **people**

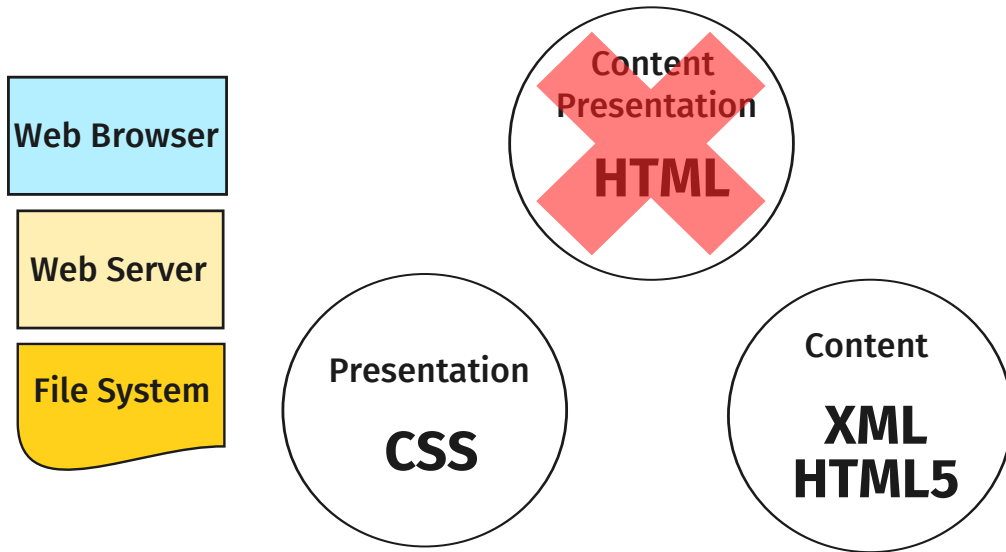
Never loose sight of the **message** Always choose the most effective technique to deliver it

Web Architecture

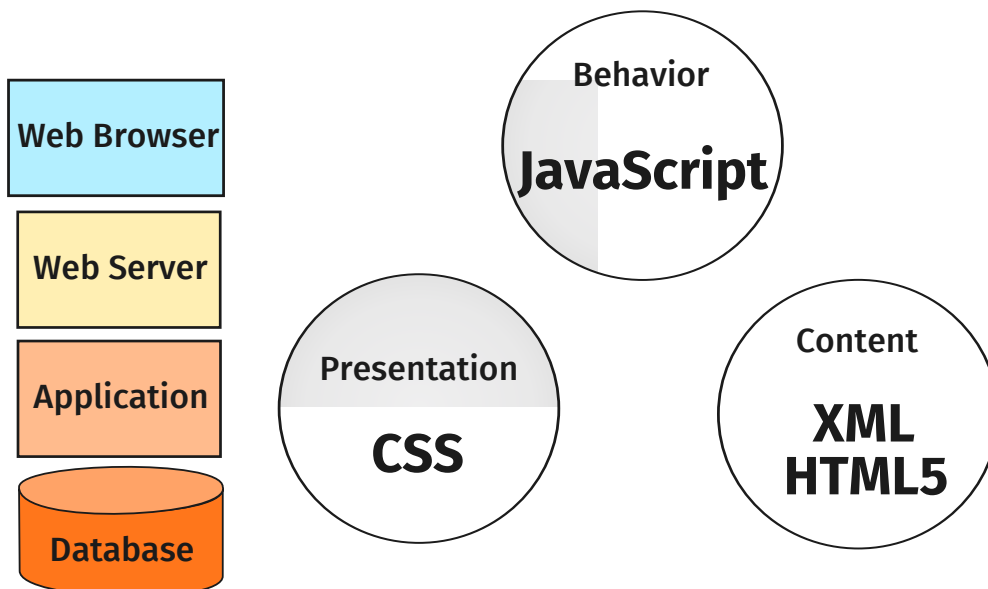
Client/Server architecture with synchronous interaction



Static Web



Dynamic Web



Standards

- HyperText Transfer Protocol (**HTTP** 1.0, 1996 - 1.1, 1999)
- HyperText Markup Language (**HTML** 1.0, 1989 - 2.0, 1994 - 3.2, 1997 - 4.0, 1998 - **XHTML** 1.0, 2000 - 1.1, 2001, - **HTML5** , ?))
- eXtensible Markup Language (**XML** 1.0, 1998)
- Cascading Style Sheets (**CSS** 1.0, 1996 - 2.0, 1998 - 3.0, ?)
- Portable Network Graphics (**PNG** 1.0, 1996)
- JavaScript (1995 - ECMA-262 Standard 5th edition 2009)

And their [implementation history](#)

Learning HTML

Beginner's tutorials:

- <http://www.w3schools.com/HTML/>
- <http://www.html-5-tutorial.com/>
- <https://thimble.webmaker.org/en-US/>

by example: whenever you find an interesting page, **Look at the source!**

Links

<http://www.delicious.com/cesare.pautasso/wa>

Subscribe to [the Web Atelier feed](#) 

References

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