

Curs 2

2015/2016

Tehnici moderne de proiectare a aplicatiilor web

Introducere

TMPAW

- Tehnici moderne de proiectare a aplicatiilor web
 - An V RC
 - 2C/1L/1P

Program

- An V
 - Saptamana 1
 - Luni 16-18 Curs
 - Luni 18-20 Proiect
 - Saptamanile 2-8
 - Luni 16-18 Curs
 - Luni 18-20 Laborator
 - Saptamanile 9-14
 - Luni 16-18 Curs
 - Luni 18-20 Proiect

Orar

■ www.etti.tuiasi.ro/orar

FACULTATEA DE ELECTRONICA, TELECOMUNICATII SI TEHNOLOGIA INFORMATIEI
55RC

	1 8:00 - 8:50	2 9:00 - 9:50	3 10:00 - 10:50	4 11:00 - 11:50	5 12:00 - 12:50	6 13:00 - 13:50	7 14:00 - 14:50	8 15:00 - 15:50	9 16:00 - 16:50	10 17:00 - 17:50	11 18:00 - 18:50	12 19:00 - 19:50
L						POO (C) P8 (Amf.)		Sirbu A.	Damian R. TMPAW(C) P5 (Amf.)		Damian R. TMPAW(L) 2.12 Multimedia (R)	
Ma									Scripcariu L. RCALSR 3.20 Antene (L)			
Mi											Munteanu V. TEFO (C) P8 (Amf.)	
J												
V									Alecsandrescu I. POO (L) 3.38 PCLP (L)		Trifina L. TEFO (L) 3.25 TTI (L)	

Nota

- An V
 - 33% E
 - 66% Aplicatii
 - 33% L (0%)
 - 33% P (66%)

Nota

- An V
 - 33% E
 - 33% L
 - 33% P
- Laborator - Prezenta
 - 1pz = 1p ($p > 5 \rightarrow$ Examen)
- Examen
 - Prezenta la curs: 3pz = 0.5p
 - Asemanator cu materia de **proiect**
- Activitate suplimentara
 - Dupa terminarea activitatii la laborator
 - +2p la E/L

Nota

- An V
 - 33% E
 - 33% L
 - 33% P
- Laborator - Prezenta
 - 1pz = 1p ($p > 5 \leftrightarrow$ Curs)
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 - Dupa terminarea activitatii la laborator
 - +2p la E/L

Examen

- probleme
- fiecare student are subiect **propriu**
- toate materialele permise
- tehnica de calcul **nu** este necesara dar este permisa

Examen

- Oricare din temele de **proiect** (sau asemenea) poate constitui una din problemele de examen
 - se va cere realizarea planului / structurii logice a aplicatiei
- Se **poate** cere scrierea unui **cod** pentru realizarea anumitor operatii, fara necesitatea corectitudinii tehnice absolute (“;”, nume corect al functiilor, parametri functie etc.)
- Se poate cere interpretarea unui cod php/MySql cu identificarea efectului

Curs

- Curs strict orientat spre laborator/proiect
 - se predă ceea ce se folosește în aceeași zi la laborator/proiect
 - curs exact înainte de laborator/proiect
- Orientat spre practică
 - 90% practică
 - 10% teorie
- Memorarea lui inutilă la examen
- Prezentă
 - 3pz = 0.5p Examen (maxim 2p)

PROIECT (preconizat – Sg final)

- Tema de nota 7 (>6)
 - Tema unica pentru fiecare student
- Tema de nota 8 (>6)
 - Condițiile de la tema de nota 7 **si in plus**
 - Necesitatea conlucrării între 2 studenti cu doua teme “pereche”
 - Se accepta ca un student sa realizeze ambele puncte

PROIECT (preconizat – S9 final)

- Tema de nota 9 (>5)
 - Condițiile de la tema de nota 8 **si in plus**
 - Necesitatea conlucrării între 2 studenti cu teme “pereche”
 - Tema se predă/trimită cu macar 1 zi înaintea susținerii ei
 - Baza de date cu care se lucrează să conțină minim 50 de înregistrări în tabelul cel mai “voluminos”.
- Tema de nota 10 (>5)
 - Condițiile de la tema de nota 9 **si in plus**
 - Baza de date cu care se lucrează conține minim 300 de înregistrări în tabelul cel mai “voluminos”
 - Necesitatea investigării posibilităților de imbunatatire a aplicației și adăugării de funcționalitate
 - nota individuală la proiect va depinde într-o mică măsură (în limita a 1p) de nota minimă a colegilor din echipă

PROIECT (preconizat – S9 final)

- proiectul se sustine individual (oral si practic)
- grila de notare la proiect schimbata fata de anii precedenti
- fiecare membru al unei echipe (la temele de nota 9 si 10) trebuie sa sustina in aceeasi zi proiectul
- nota individuala la proiect va depinde intr-o mica masura (in limita a 1p) de nota medie a colegilor din echipa (numai la temele de 10 si 10+)
 - $N-\min(E)=1 \rightarrow -0 \text{ p}$
 - $N-\min(E)=2 \rightarrow -0.5 \text{ p}$
 - $N-\min(E)=3 \rightarrow -1 \text{ p}$

PROIECT (preconizat – Sg final)

- In caz de necesitate, pentru completarea echipei cadrul didactic poate fi membru al echipelor (9/10/10+). Conditii:
 - metoda de comunicare in echipa sa fie prin email sau direct
 - latentă de raspuns: ~ 1 zi
 - reactiv
 - nota implicita 10 (😊)
 - nu lucreaza noaptea, si in special nu in noaptea dinaintea predarii (😊)
- dezavantaj asumat: "spion" in echipa

PROIECT (preconizat – S9 final)

- Tema de nota 10+ (>5, in general offline)
 - Conditiiile de la tema de nota 10 **si in plus**
 - Necesitatea conlucrării între 3 studenti cu teme "pereche"
 - Baza de date cu care se lucreaza contine minim 400 de inregistrari in tabelul cel mai "voluminos"
 - Tema care face apel la controlul sesiunii client/server
 - Necesitatea utilizării Javascript in aplicatie (aplicatie libera dar cu efect tehnic nu estetic, --jQuery standard)
 - Forma paginii trebuie sa respecte cerintele "F shape pattern"
 - Facilitati in ceea ce priveste nota la laborator (DACA toate celelalte conditii sunt indeplinite P = 66%, L = 0%, E = 33%)

Exemplu

- 1. Galerie de imagini in care imaginile sunt ordonate dupa categorii.

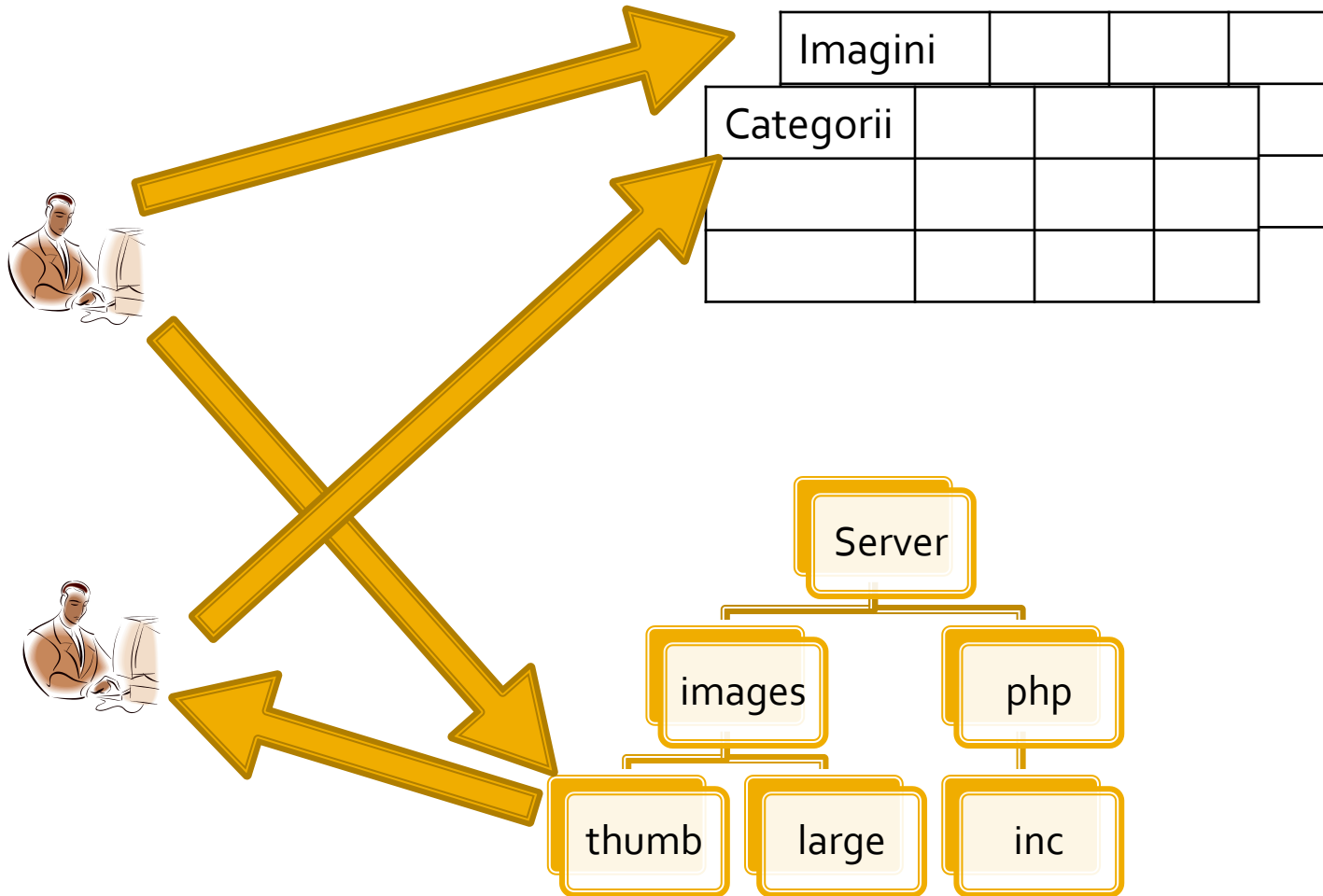


a. aplicatia pentru adaugarea de categorii si afisare a imaginilor (cu alegerea prealabila a categoriei si afisarea listei de imagini format mic)



b. aplicatia pentru adaugare de imaginilor (cu alegerea prealabila a categoriei si generarea prealabila a imaginii format mic)

Exemplu



Teme de proiect

- **Functionalitate**
 - La toate temele **1p** din nota este obtinut de indeplinirea functionalitatii cerute.
 - orice tehnologie, orice metoda, "sa faca ceea ce trebuie"
- **Forma paginii prezinta importanta**
 - dependenta de dificultatea temei
- **Initiativa**
 - **Necesitatea** investigarii posibilitatilor de imbunatatire
- **Cooperare**
 - Necesitatea conlucrarii intre 2/3 studenti cu teme "pereche"

Notare

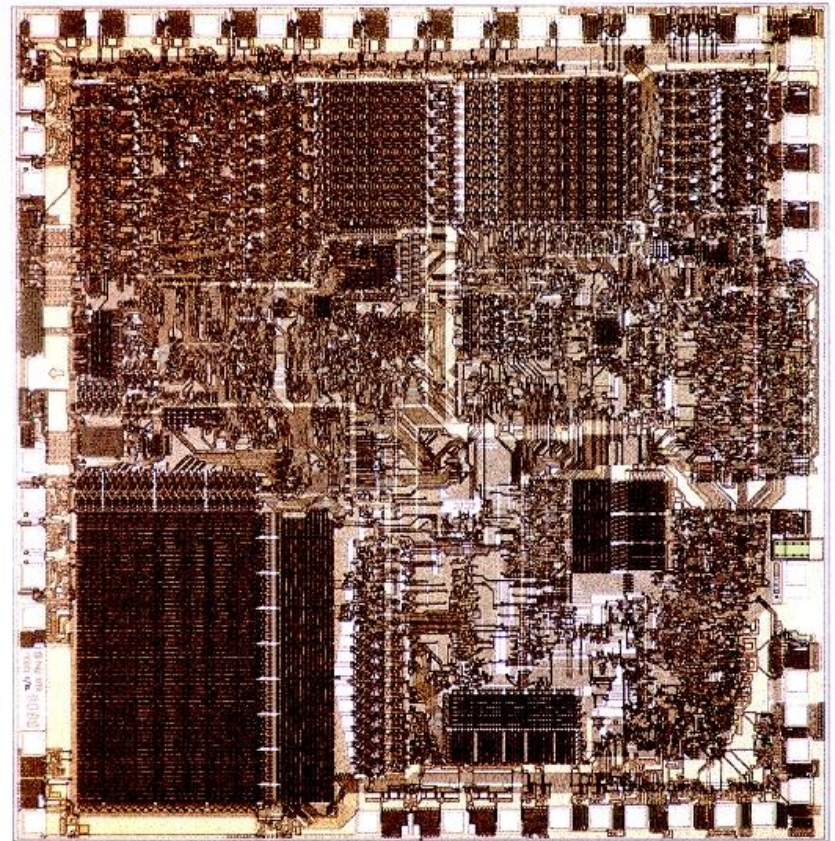
- 1p – functionalitate
 - cadrul didactic va incerca sa foloseasca aplicatia respectiva. Daca "pe dinafara e vopsit gardul" se obtine 1p
- 1p – mutarea site-ului (restaurare backup + setare server) pe un server de referinta
 - server-ul de referinta va fi masina virtuala utilizata la laborator (inclusiv aplicatiile cu pricina)
 - sa va pregatiti pentru situatia in care pe acel server exista si alte baze de date care nu trebuie distruse
 - fiecare student isi pune sursele in directorul propriu, in radacina server-ului. Daca tema depinde de anumite fisiere ale colegului, le cereti inainte
- 1p – cunoasterea codului
 - raspunsul la intrebari de genul: "unde ai facut aceasta"
- Teme "de nota 10"
 - 1p – initiativa. Investigarea posibilitatilor de imbunatatire
 - 1p – intrebari legate de cooperarea cu colegul de echipa
 - 1p – explicatii relativ la functionarea unei anumite secvente de cod

Notare 2015/2016

- grila de notare diferita
 - premiera activitatii individuale
 - mai greu de obtinut note mari
- conditii modificate la teme
 - varianta finala S9
 - preconizat: numar **minim** de pagini "cu aplicatie" in aplicatie
 - 1 (teme 7)
 - 4 = 2X2 (teme 8)
 - 6 = 3X2 (teme 9)
 - 8 = 4X2 (teme 10)
 - 15 = 5X3 (teme 10+)

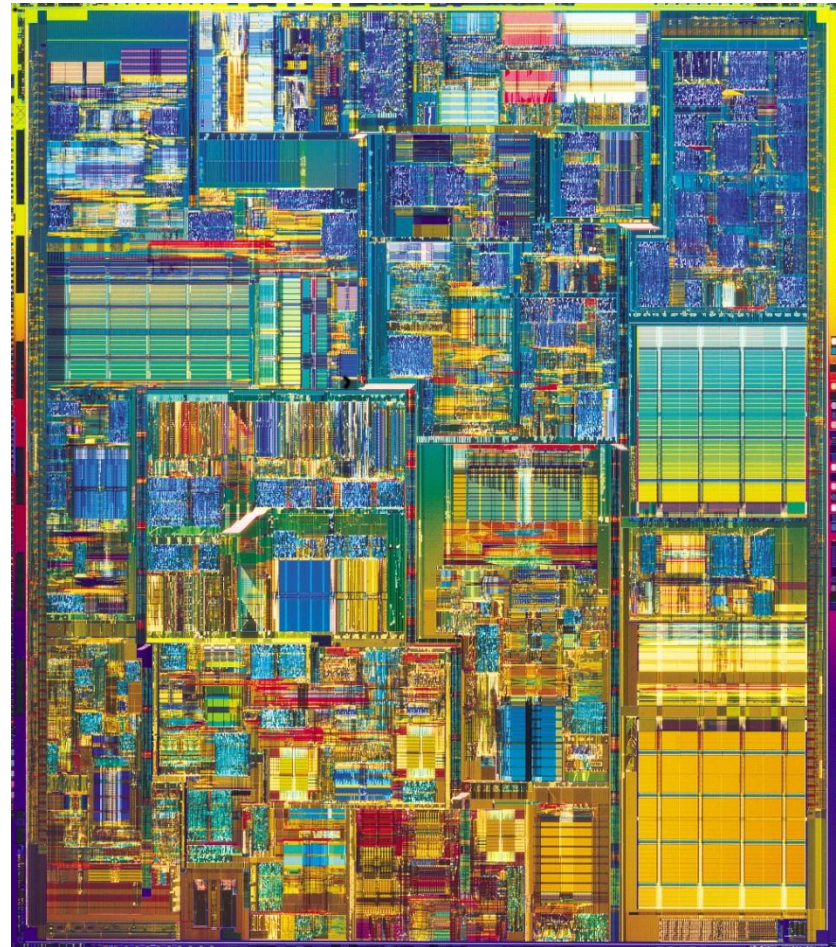
Impresionant?

- Intel® 8086
- 29.000 tranzistoare pe CPU
- 1978
- 1 MB date
- 4.7 MHz



Impresionant?

- Intel® Itanium® processors (Tukwila)
- 2009
- 2 miliarde tranzistoare pe CPU
- 16 EB date (16 G GB)
- > 3 GHz

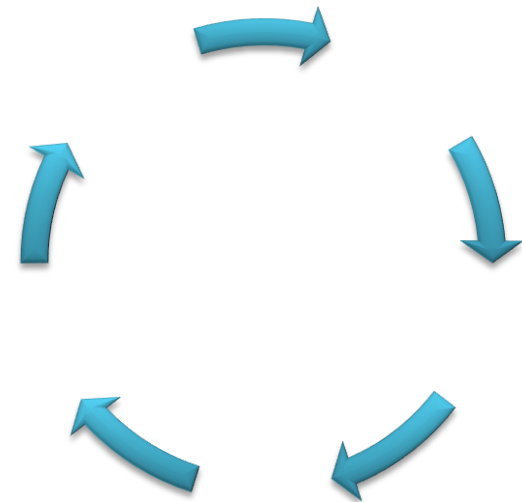


Concepte

- Efectuare foarte rapida a unui numar **mic** de instructiuni, de **complexitate redusa**, repetate de un numar foarte mare de ori
- Programare: coborarea rationamentului la nivelul de **complexitate redusa**, cu obtinerea performantei prin structuri repetitive simple efectuate rapid.
- Operatii repetitive / date repetitive

DA/NU

- Un programator n-a venit la servicii de **trei zile**.
- Colegii de servicii au venit la el acasă și-l găsesc pe acesta **chel**, dormind în cadă, ținând în mâini un șampon.
- Au luat șamponul și s-au apucat să citească instrucțiunile de folosire:
 - Clătiți părul cu apă.
 - Aplicați șamponul
 - Frecați
 - Așteptați două minute
 - Clătiți părul cu apă
 - **Repețiți procedura.**



Documentatie

- RF-OPTO
 - ~~<http://rf-opto.etc.tuiasi.ro>~~
 - <http://rf-opto.etti.tuiasi.ro>
- Fotografie
 - de trimis prin email: rdamian@etti.tuiasi.ro
 - necesara la laborator/curs
 - +1p ex. (S3), +0.5p ex (S5)
- Adresa de email
 - necesara pentru accesul la zonele sensibile de pe server
- Exemplu de teme si specificatii detaliate pentru proiect

Documentatie

- <http://rf-opto.etti.tuiasi.ro> + WWW



The screenshot displays the website for RF-OPTO at ETTI. The header includes the ETTI logo, the text 'RF-OPTO', and the University of Technical Sciences 'Gheorghe Asachi' Iasi logo. A navigation menu lists 'Main', 'Courses', 'Master', 'Staff', 'Research', and 'Students'. Below the menu, there are links for 'Radiocommunication Systems', 'Microwave IC', and 'Web Design'. The main content area features the course title 'Modern Web Applications Design' and the following details:

Course: TMPAW (2014-2015)
Course Coordinator: Assist.P. Dr. Radu-Florin Damian
Code: DS507RC
Discipline Type: DOMS; Alternative, Synthesis
Credits: 7
Enrollment Year: 5, Sem. 10

Activities
Course: Instructor: Assist.P. Dr. Radu-Florin Damian, 2 Hours/Week, Specialization Section, Timetable:
Laboratory: Instructor: Assist.P. Dr. Radu-Florin Damian, 1 Hours/Week, Half Group, Timetable:

Evaluation
Type: **Examen**
A: 33.33%, (Test/Colloquium)
B: 33.33%, (Seminary/Laboratory/Project Activity)
D: 33.33%, (Homework/Specialty papers)

Grades
Not yet

Attendance
Not yet

Materials
Course Slides

Fotografii

English | Romana |

Main Courses Master Staff Research **Students**

Grades Student List **Photos**

Fotografiile studenti

5101 5102 5103 5104 5105 5106 5107 5108 5304 5305 5306 5307 5403 5404 5405 **RC 1** RD 1 RD 2 PCVLSIA 2

Grupa: RC 1

Au trimis fotografiile 🙏🙏 **Inca nu au trimis fotografiile** 😞

Nr.	Nume
1	MARES MARIA-VALENTINA
2	GEOSANU ANA-MARIA

Nr.	Nume
1	AFILIPOAIE MIHAELA
2	ANDRONACHE GHEORGHE
3	BALCAN ALEXANDRA
4	BOTEZAT EMANUEL
5	CHESCHE MARICEL
6	CONDURACHE NICOLETA-RALUCA
7	COSTACHE FLORIN-CATALIN
8	DOBA SIMION
9	GURALIUC ANDREI-ALEXANDRU
10	MAXIM SANDU
11	OLARIU LUCIAN
12	ONOFRAS ALINA-ANDREEA
13	PAIS ALEXANDRU
14	PETREANU CLAUDIU-FLORIN
15	PROFIR VICTOR
16	REDIU ANDREI
17	ROMAN ANDREI-IOAN
18	SANDU IULIANA-ANTONIA
19	SINTIMBREAN LAURENTIU-DAN
20	VASILACHE DANIEL-STEFAN

Fotografii

GEOSANU ANA-MARIA



Date:

Grupa	5501 (2015/2016)
Specializarea	Master Retele de Comunicatii
Marca	738

[Acceseaza ca acest student](#)

Note obtinute

Inca nu a fost notat.

1	AEILIPOAIE MIHAELA	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>	2	ANDRONACHE GHEORGHE	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>	3	BALCAN ALEXANDRA	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>
4	BOTEZAT EMANUEL	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>	5	CHESCHE MARICEL	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>	6	CONDURACHE NICOLETA-BALUCA	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>
7	COSTACHE FLORIN-CATALIN	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>	8	DOBA SIMION	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>	9	GEOSANU ANA-MARIA		Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>
10	GURALIUC ANDREI-ALEXANDRU	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>	11	MARES MARIA-VALENTINA		Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>	12	MAXIM SANDU	Fotografia nu exista	Prezent <input type="checkbox"/>	Puncte: 0 <input type="text"/>	Nota: 0 <input type="text"/>	Obs: <input type="text"/>
			Prezent <input type="checkbox"/>						Prezent <input type="checkbox"/>							Prezent <input type="checkbox"/>				

Fotografia nu exista

Prezent

Puncte: 0

Nota: 0

Obs:

CURS

I.	HTML si XHTML (recapitulare)	1 oră
II	CSS	2 ore
III	Baze de date, punct de vedere practic	1 oră
IV	Limbajul de interogare SQL	4 ore
V	PHP - HyperText Preprocessor	8 ore
VI	XML - Extended Mark-up Language si aplicatii	4 ore
VII	Conlucrare intre PHP/MySql, PHP/XML, Javascript/HTML	2 ore
VIII	Exemple de aplicatii	6 ore
	Total	28 ore

LABORATOR

I.	Implementarea unui sistem de dezvoltare a aplicatiilor Web, instalare PHP, MySql, Apache si legaturile dintre ele	2 ore
II	Design web avansat folosind CSS	2 ore
III	Interogarea unei baze de date. Exercitii SQL	2 ore
IV	Utilizare PHP I	2 ore
V	Utilizare PHP II	2 ore
VI	Utilizare PHP pentru accesul la o baza de date	2 ore
VII	Aplicatie distribuita complexa	2 ore
	Total	14 ore

HTML/XHTML

- Curs/Laborator/Proiect

- HTML 4.01 – 24.12.1999

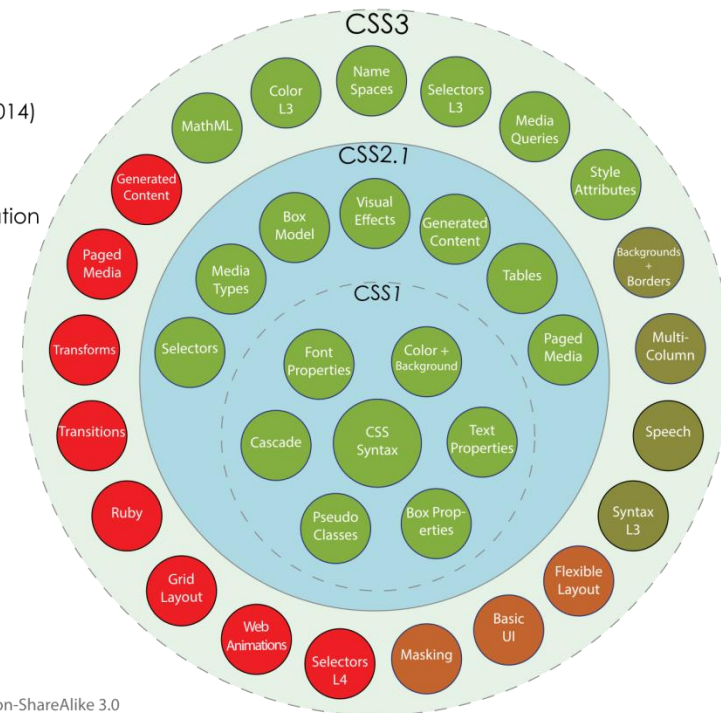
- XHTML 1.1 – Mai 2001

- CSS 2.1 – 2004-2007

CSS3

Taxonomy & Status (October 2014)

- W3C Recommendation
- Candidate Recommendation
- Last Call
- Working Draft
- Obsolete or inactive



Tehnologie

> 2010

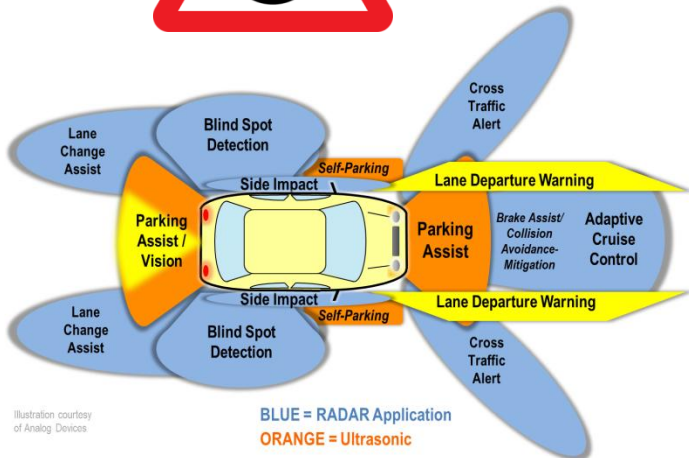


Illustration courtesy of Analog Devices

< 1950



MOTTO

- “Universitatea nu e pentru mase locul de unde emana cunoasterea, ci un obstacol intre individ si diploma pe care i-a harazit-o destinul”
- “Universitatea fiind ceva care se interpune in mod imoral intre individ si dreptul lui natural de a fi diplomat, individul are obligatia morala sa triumfe asupra universitatii prin orice mijloace”
 - Sursa citat: Internet, user: “un student batran si plesuv”

BIBLIOGRAFIE

- **“Am mai facut odata ceva asemanator”**
- Internet
 - www.php.net
 - www.mysql.com
 - www.w3c.org
 - www.google.com
- rf-opto.etti.tuiasi.ro
 - cereti acces!

Capitolul I

Recapitulare HTML/XHTML

Necesitate

```
539         <td><?php echo $row['Documente'];?>&nbsp;</td>
540         <td><?php echo $row['user_creat'];?>&nbsp;</td>
541         <td class="smaller"><a href="control_lot.php?id=<?php echo $row['ID_LOT'];?>">dezactiveaza</a><br /><a href=
"control_lot.php?id=<?php echo $row['ID_LOT'];?>">modifica</a></td>
542     </tr>
543     <?php $index++;
544     } while ( $row = mysql_fetch_assoc($result));?>
545 </table><?php
546 }
547 else
548 {
549     echo "<p>Nu exista loturi active</p>";
550 }
551 ?>
552
553 <p class="title">Loturi inactive</p>
554 <?php
555 $query = "SELECT l.*, c.`nume_user` AS `user_creat`
556         FROM `lot` AS l
557         LEFT JOIN `users` AS c ON (l.`User`=c.`id_user`)
558         WHERE l.`Activ` = 0 ORDER BY l.`ID_LOT` DESC";
559 $result = mysql_query($query);
560 $total=0;
561 if ($result && (mysql_num_rows($result) > 0))
562     {
563     $total=mysql_num_rows($result);
564     $row = mysql_fetch_assoc($result);
565     }
566 if ($total>0)
567 {?>
568 <table align="center">
569     <tr class="lista_titlu">
570         <td align="center">Nr. </td>
```

HTML Concepte 3

x
`<x> Continut afectat de x</x>`

Legal in
XHTML/HTML

x si atrib si val
`<x atrib="val"> Continut afectat de x si atrib si val </x>`

Legal in
XHTML/HTML

x
`<x> Continut <y> Continut afectat de x si y</y> afectat de x</x>`

Legal in
XHTML/HTML

x y
`<x> C. afectat de x <y> C. afectat de x si y </x> C. afectat de y</y>`
y

Legal **numai** in
HTML
nerecomandat

CURS

I.	HTML si XHTML (recapitulare)	1 oră
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VIII	Exemple de aplicatii	6 ore
	Total	28 ore

Web Design

Concepte generale

Concepte

- Steve Krug: “**Don't Make Me Think**”
- Utilizatorii scaneaza pagina, nu o citesc
- Informatia trebuie redusa la minimul necesar in majoritatea locurilor
- “Daca ceva e greu de utilizat, mai bine nu o utilizez”
- Utilizatorii au comportament de **rechin**
- Originalitatea **nu e** intotdeauna **recomandata**

Test – F Shape Reading Pattern

- Obisnuinta utilizatorilor de a urmari anumite zone de pe ecran



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- Next generation Intel® Virtualization Technology enables best-in-class virtualization performance, superb scalability, enhanced flexibility, and simplified server management
- Intel® Data Center Manager (Intel® DCM) software development kit provides power and thermal monitoring and management for servers, racks, and groups of servers in data centers. Management Console Vendors (ISVs) and System Integrators (SIs) can integrate Intel® DCM into their console or command-line applications and provide high-value power management features to IT organizations.

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[ROI calculator](#)

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Security

Customization

100% Organic Software

Tips & Tricks

Videos

Fastest Firefox

Top Features



Awesome Bar

improved Find the sites you love in seconds (and without having to remember clunky URLs).

Super Speed

new View Web pages way faster, using less of your computer's memory.

Private Browsing

new Surf the Web without leaving a single trace.

Password Manager

Remember site passwords without ever seeing a pop-up.

Anti-Phishing & Anti-Malware

improved Enjoy the most advanced protection against online bad guys.

Session Restore

improved Unexpected shutdown? Go back to exactly

One-Click Bookmarking

Bookmark, search and organize Web sites quickly and easily.

Easy Customization

improved Thousands of add-ons give you the freedom to make your browser your own.

Tabs

improved Do more at once with tabs you can organize with the drag of a mouse.

Instant Web Site ID

Avoid online scams, unsafe transactions and forgeries with

Browse By Category

- Security & Privacy
- Performance
- Customization
- Personal
- Productivity
- Tabs
- Search
- Universal Access
- The Cutting Edge
- Help

Get Firefox 3.5

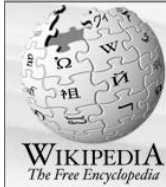
3.5.6, English (US), Windows (7.7MB)



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Wikipedia



navigation

- Main page
- Contents
- Featured content
- Current events
- Random article

search

interaction

- About Wikipedia
- Community portal
- Recent changes
- Contact Wikipedia
- Donate to Wikipedia
- Help

toolbox

- What links here
- Related changes
- Upload file
- Special pages
- Printable version
- Permanent link
- Cite this page

languages

- Afrikaans
- Alemannisch
- العربية
- Aragonés
- Azərbaycan
- বাংলা
- Беларуская (тарашкевіца)
- Boarisch
- Bosanski
- Brezhoneg
- Български
- Català

article discussion edit this page history

Try Beta Log in / create account

Please read:
A personal appeal from Wikipedia founder Jimmy Wales

HTML

From Wikipedia, the free encyclopedia

For the use of HTML on Wikipedia, see [Help:HTML in wikitext](#).

HTML, which stands for **Hyper Text Markup Language**, is the predominant [markup language](#) for [web pages](#). It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists etc as well as for links, quotes, and other items. It allows images and objects to be embedded and can be used to create [interactive forms](#). It is written in the form of HTML elements consisting of "tags" surrounded by [angle brackets](#) within the web page content. It can include or can load [scripts](#) in languages such as JavaScript which affect the behavior of HTML processors like [Web browsers](#); and [Cascading Style Sheets \(CSS\)](#) to define the appearance and layout of text and other material. The [W3C](#), maintainer of both HTML and CSS standards, encourages the use of CSS over explicit presentational markup.^[1]

Contents [hide]

- History
 - 1.1 Origins
 - 1.2 First specifications
 - 1.3 Version history of the standard
 - 1.3.1 HTML version timeline
 - 1.3.2 HTML draft version timeline
 - 1.3.3 XHTML versions
- Markup
 - 2.1 Elements
 - 2.1.1 Attributes
 - 2.2 Character and entity references
 - 2.3 Data types
 - 2.4 Document type declaration
- Semantic HTML
- Delivery
 - 4.1 HTTP
 - 4.2 HTML e-mail
 - 4.3 Naming conventions
 - 4.4 HTML Application
- Current variations
 - 5.1 SGML-based versus XML-based HTML
 - 5.2 Transitional versus strict
 - 5.3 Frameset versus transitional

HTML

(HyperText Markup Language)

Filename extension	.html, .htm
Internet media type	text/html
Type code	TEXT
Uniform Type Identifier	public.html
Developed by	World Wide Web Consortium & WHATWG
Type of format	Markup language
Extended from	SGML
Extended to	XHTML
Standard(s)	ISO/IEC 15445 W3C HTML 4.01
	W3C HTML 5 (draft)

Regula nr. 1

Don't Make Me Think

Capitolul II

CSS

CURS

I.	HTML si XHTML (recapitulare)	1 oră
II	CSS	2 ore
III	Baze de date, punct de vedere practic	1 oră
IV	Limbajul de interogare SQL	4 ore
V	PHP - HyperText Preprocessor	8 ore
VI	XML - Extended Mark-up Language si aplicatii	4 ore
VII	Conlucrare intre PHP/MySql, PHP/XML, Javascript/HTML	2 ore
VIII	Exemple de aplicatii	6 ore
	Total	28 ore

CSS vs. HTML

- HTML/XHTML concepute pentru a descrie **structura** documentului, nu **forma**
- Etichete HTML privitoare la **forma** (, color="red") au fost introduse in HTML 3.2 si declarate depreciate in HTML 4.01
- Intercalarea intre elementele de structura si forma in HTML duce la cresterea complexitatii documentului si creste inutil dimensiunea acestuia
- Exemplu tipic: Microsoft Word -> Save as HTML -> documente de 10 ori mai mari decat un document cu aceeasi forma scris pur in HTML

CSS

- Cascading Style Sheets
- Introdus pentru a separa **continutul** documentului de **prezentarea** sa (forma, culori, caractere)
- Permite:
 - Accesibilitate crescuta (acelasi document poate fi afisat diferit pe dispozitive diferite)
 - Tratare unitara a mai multor pagini
 - Reduce complexitatea pozitionarii

CSS vs. HTML

```
<!DOCTYPE html PUBLIC
<html>
<!-- created 2003-12-12 -->
<head>
  <title>sample</title>
</head>
<body>
  <p>Voluptatem accusantium
  totam rem aperiam.</p>
</body>
</html>
```

HTML

```
h1 { color: white;
      background: orange;
      border: 1px solid bla
      padding: 0 0 0 0;
      font-weight: bold;
}
/* begin: seaside-theme */

body {
  background-color:white;
  color:black;
  font-family:Arial,sans-serif;
  margin: 0 4px 0 0;
  border: 12px solid;
}
```

CSS

Cascading Style Sheets

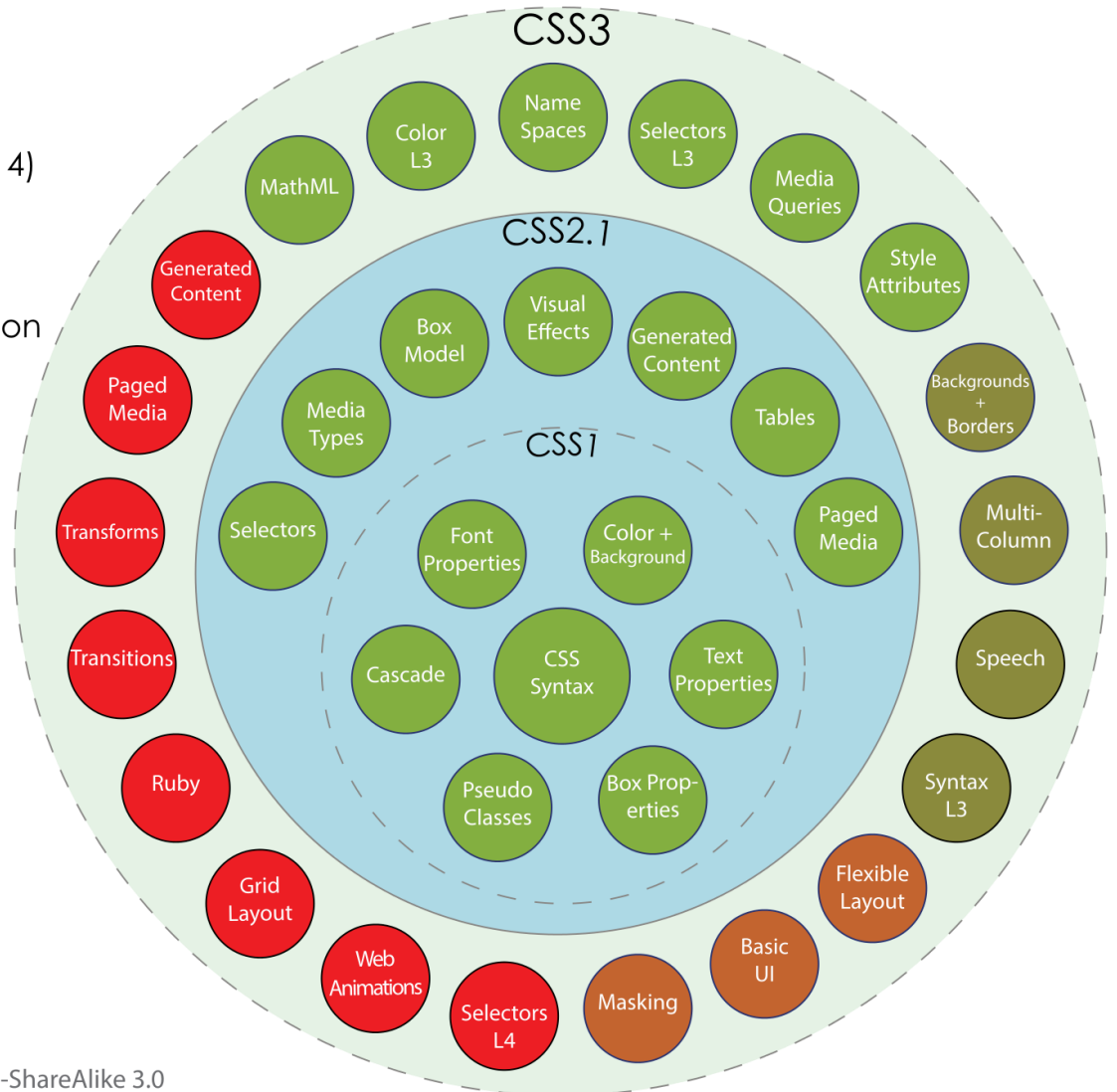
- CSS 1 – 1996 (forma)
- CSS 2 – 1998 (pozitionare)
- CSS 2.1 – 2007 (corectii)
- CSS 3.0 – module independente
 - 2011/2012
- Utilitatea dependenta de suportul din partea dispozitivelor de afisare
- Majoritatea browser-elor suporta CSS 2.
 - suport partial CSS 3.0 pentru majoritatea browser-elor moderne
- CSS implica degradare eleganta (“degrade gracefully”)

CSS3

CSS3

Taxonomy & Status (October 2014)

- W3C Recommendation
- Candidate Recommendation
- Last Call
- Working Draft
- Obsolete or inactive



CSS Concepte

- Specificatiile CSS sunt de forma:
 - Selector { "regula CSS"; ["regula CSS";] }
- Reguli CSS de forma:
 - atribut:valoare;
- Comentarii
 - Similar cu C/C++ , PHP, etc.
 - Cuprinse intre `"/**"` si `"*/"`

Selector CSS

- Selector HTML
 - conceput pentru a modifica modalitatea de afisare standard a etichetelor HTML
- Selector clasa
 - conceput pentru a lucra cu atributul HTML `class="..."`
 - util pentru aplicare uniforma a formei mai multor elemente din document
- Selector identificator
 - conceput pentru a lucra cu atributul HTML `id="..."`
 - util pentru aplicarea unei forme specifice unui anume element din document

Selector CSS

- Redefinirea etichetelor HTML standard
 - exemplu: afisarea implicita a tuturor celulelor de tabel din document este schimbata
- Redefinirea se poate face **si** doar in interiorul unei clase
 - exemplu: in interiorul claselor "footer" link-urile vor fi afisate altfel

```
td {  
  font-family:Tahoma, Verdana;  
  font-size:14px;  
  color:#D5A787;  
  vertical-align: top;  
  text-align: center;  
}
```

```
.footer a {  
  color:#FFD2B3;  
  text-decoration:none;  
}  
.footer a:hover {  
  color:#ffffff;  
  text-decoration:none;  
}
```

Selector CSS

- clase – “.”
 - Semnul “.” inaintea numelui
 - permit reutilizarea unei anumite forme grafice
 - `<p class="menu">...</p>`
 - `<h1 class="menu">...</h1>`
 - `<tr class="menu">...</tr>`
- identificator element – “#”
 - Semnul “#” inaintea numelui
 - `<tr class="menu">...<td id="menu_curent">...</td>...</tr>`

```
.menu {  
font-family:Tahoma, Verdana;  
font-size:14px;  
color:#6F3A15;  
text-align:center;  
font-weight:bold;  
}
```

```
#menu_curent {  
font-family:Tahoma, Verdana;  
font-size:15px;  
color:#FFFFFF;  
text-align:center;  
font-weight:bold;  
}
```

Selector CSS

- selector clasa si identificator concepute pentru a fi utilizate cu elementele de grupare HTML
 - `<div>...</div>` : grupare de tip bloc ("block")
 - `...` : grupare inserata ("in-line")
- anumite reguli au efect numai daca sunt atribuite unor elemente corespunzatoare (block sau in-line)

Specificari complexe ale selectorilor

- `.clasa1 {}` – pentru orice element caruia i se atribuie atributul HTML `class="clasa1"`
- `p.clasa1 {}` – numai paragrafelor care sunt afectate clasei "clasa1" `<p class="clasa1">...`
- `.clasa1 p {}` – oricarui paragraf aflat in interiorul unui bloc afectat clasei "clasa1"
 - `<div class="clasa1"><p>...</p><p>...</p></div>`
- in anumite conditii speciale (mai ales pentru eticheta HTML `<a>`)
 - `a:hover {}` , `a:visited {}`

Specificitati CSS (ponderi)

Selectors	Specificity
H1 {color: white;}	1
P EM {color: green;}	2
.grape {color: red;}	10
P.bright {color: blue;}	11
P.bright EM.dark {color: yellow;}	22
#id218 {color: brown;}	100
style=" "	1000

Exemplu specificitati

- `style="color: blue"`
- `suprascrie`
- `#xyz { color: red; }`

```
< <html>
<head>
<meta charset="utf-8" />
<style type="text/css">
#xyz { color: red; }
</style>
</head>
<body>
<p id="xyz" style="color: blue"> Demonstratie </p>
</body>
</html>
```

Concepte CSS

CSS concepte

- Trei modalitati de a specifica stiluri
 - stiluri externe (External style sheet)
 - stiluri interne (Internal style sheet)
 - stiluri inserate (Inline style)
- Trei entitati care impun stiluri:
 - dispozitivul de afisare (browser)
 - autorul documentului
 - cititorul documentului

CSS concepte

- In orice moment un element din document poate fi sub controlul mai multor reguli care se contrazic
- Ordinea prioritatilor (in ordinea cresterii acesteia)
 - dispozitivul de afisare (browser)
 - autorul documentului – in ordinea definirii. De obicei:
 - External style sheet
 - Internal style sheet
 - Inline style
 - cititorul documentului (in diverse forme, "text size", "zoom" de ex)
- Prioritatea maxima data cititorului documentului este in dezbatere si inconsistenta (nu la toate regulile)

Ordinea priorităților CSS

High Priority	CSS Source Type	Description
1	Importance	The 'important' value overwrites the previous priority types
2	Inline	A style applied to an HTML element via HTML 'style' property
3	Media Type	A property definition applies to all media types, unless a media specific CSS defined
4	User defined	Most browsers have the accessibility feature: a user defined CSS
5	Selector specificity	A specific contextual selector (#heading p) overwrites generic definition
6	Rule order	Last rule declaration has a higher priority
7	Parent inheritance	If a property is not specified, it is inherited from a parent element
8	CSS property definition in HTML document	CSS rule or CSS inline style overwrites a default browser value
9	Browser default	The lowest priority: browser default value is determined by W3C initial value specifications

External style sheet

- regulile CSS se gasesc intr-un fisier extern, de obicei cu extensia “.css”
- fisierul respectiv este incarcat in document in sectiunea antet
 - `<head><link rel="stylesheet" type="text/css" href="stiluri.css" /></head>`
- utilizare obligatorie cand o suita de documente au o prezentare comuna

```
<head>  
<link rel="stylesheet" type="text/css" href="stiluri.css" />  
</head>
```

External style sheet

- Dezavantaje – minore in conditiile actuale
 - necesitatea unei conexiuni suplimentare la server
 - cantitatea de date mai mare (doar la prima pagina incarcata – se aduc si stilurile care nu sunt folosite)
- Avantaje
 - separa total **continutul** de **forma**
 - tratare unitara a paginilor, usureaza
 - navigarea, dpdv. al utilizatorului
 - intretinerea si modificarea intregului site, dpdv. al designer-ului
 - dimensiune minima a documentelor (o regula se aplica de multe ori dar se scrie o singura data)
 - incepand de la a doua pagina din suita, browser-ul este deja in posesia stilurilor, viteza e sporita

Internal style sheet

- Regulile CSS sunt indicate de asemenea in sectiunea antet (<head>... </head>)
- Se foloseste eticheta HTML <style>...</style>
- Se foloseste cand un document are o forma unica in site

```
<head>  
<style type="text/css">  
hr {color:sienna;}  
p {margin-left:20px;}  
body {background-image:url("b.gif");}  
</style>  
</head>
```

Internal style sheet

- Avantaj
 - se elimina conexiunea suplimentara la server
 - separa **continutul** de **forma**
- **Dezavantaj/Avantaj**
 - Daca in sectiunea antet apare dupa fisierul extern de stiluri, va suprascrie stilurile corespunzatoare
- Dezavantaj
 - nu permite tratarea uniforma a documentelor

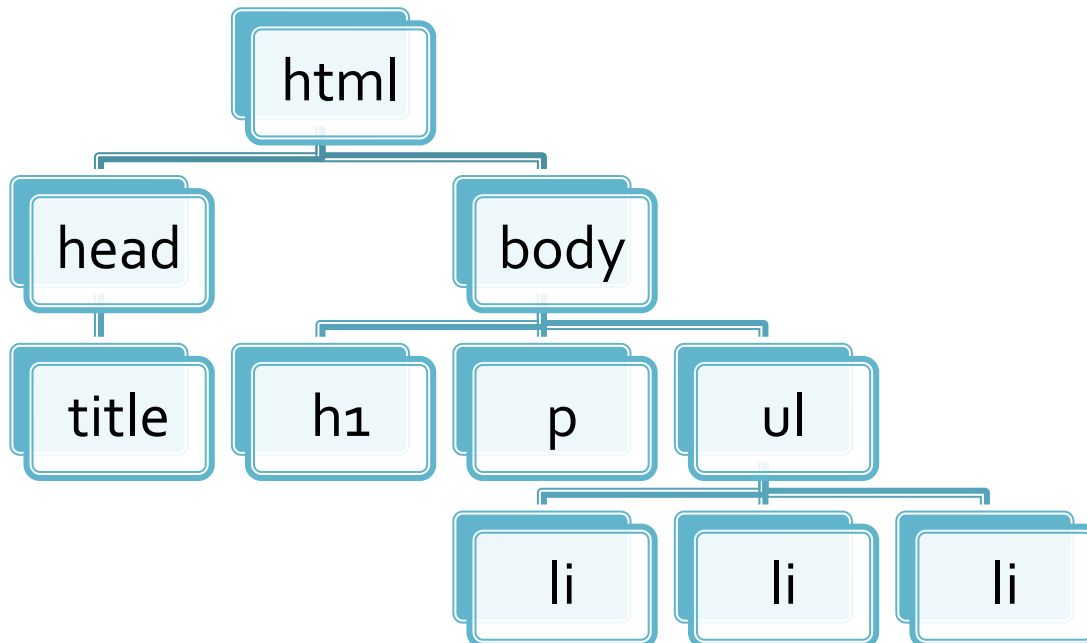
Inline style sheet

- Se utilizeaza **atributul** HTML `style=""`
- Modifica o singura eticheta
- `<p style="color:sienna;margin-left:20px">Un paragraf</p>`
- De obicei utilizat punctual pentru a introduce efecte ce nu pot fi obtinute cu HTML
- De evitat:
 - **nu** separa forma de continut
 - creste dimensiunea documentului (vezi un fisier HTML salvat cu Microsoft Word)

```
<p style="color:sienna;margin-left:20px">Un paragraf</p>
```

Relatia parinte copil si mostenire

- Orice document are o structura de tip graf in care elementele sunt introduse in interiorul altor elemente (DOM)



```
<html>
  <title>pagina mea</title>
  <body>
    <h1>Compozitori:</h1>
    <p>
    <ul>
      <li> elvis costello
      <li> johannes brahms
      <li> georges brassens
    </ul>
  </body>
</html>
```


Relatia parinte copil si mostenire

- in CSS valoarea implicita a multor reguli este **inherit** mostenire de la parinte
- Exemplu:
 - daca pentru body se fixeaza regula: `body {color:#FF0000;}` textul va fi implicit rosu pentru toate elementele incluse (p,li,ul) daca:
 - nu apar reguli suplimentare (p {color:black;})
 - nu exista reguli predefinite (h1 – regula browser-ului – h1 mai mare decat p, dar nu afecteaza culoarea)

```
<html>
  <title>pagina mea</title>
  <body>
    <h1>Compozitori:</h1>
    <p>
      <ul>
        <li> elvis costello
        <li> johannes brahms
        <li> georges brassens
      </ul>
    </p>
  </body>
</html>
```

Elemente generale

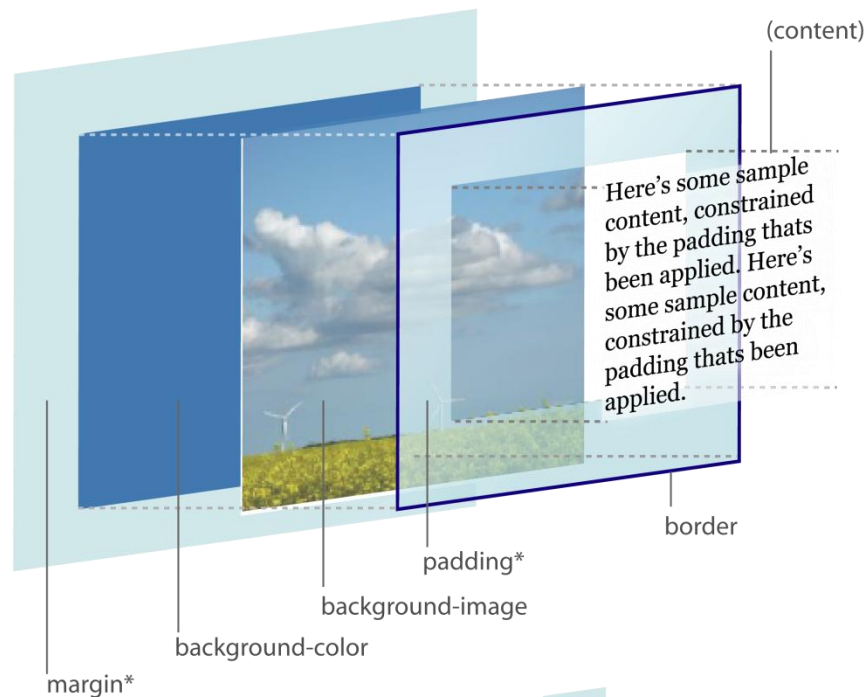
Dimensiunile in CSS

- relativ la dimensiunea implicita in browser
 - xx-small, x-small, small, medium, large, x-large, xx-large (implicit medium)
- relativ la dimensiunea din blocul parinte
 - smaller, larger
- absolute
 - in, cm, mm, pt (1 point = 1/72 in), pc (1 pica = 12 pt)
- relative
 - em, ex – relative la dimensiunea in blocul parinte
 - un cuvânt cu dimensiunea 2em = dimensiunea de 2 ori mai mare decat a textului din acel paragraf
 - precizie mai buna, valori fractionare permise (1.25em, 0.85em etc.)
 - px (pixeli) dependent de dispozitivul de afisare

CSS Box Model

- Orientat in jurul conceptului de "cutie" – Box model

THE CSS BOX MODEL HIERARCHY



* transparent elements

Elemente utilizate frecvent

Controlul fundalului: culoare

- Pentru elementele cu structura bloc
- `background-color=culoare`
 - nume:
 - `background-color= black;`
 - Hexa - # Rosu (0-255=00-FF), Verde, Albastru
 - `background-color =#FF0000;`
 - RGB – `rgb(rosu = 0-255,verde,albastru)`
 - `background-color:rgb(15,150,47);`

Controlul fundalului: imagine

- background-image
 - body {background-image:url('bgdesert.jpg');}
- background-repeat
 - repeat-x; repeat-y; repeat; no-repeat; inherit;
- background-attachment: fixed; scroll;
- background-position: "oriz." "vert.";
 - "oriz.": left; right; center; valoare[um]
 - "vert.": top; bottom; center; valoare[um]

Controlul fundalului - scurt

- background
- Exemplu: `body {background:#ffffff url('img_bkg.png') no-repeat top right;}`
- Ordinea:
 - background-color
 - background-image
 - background-repeat
 - background-attachment
 - background-position

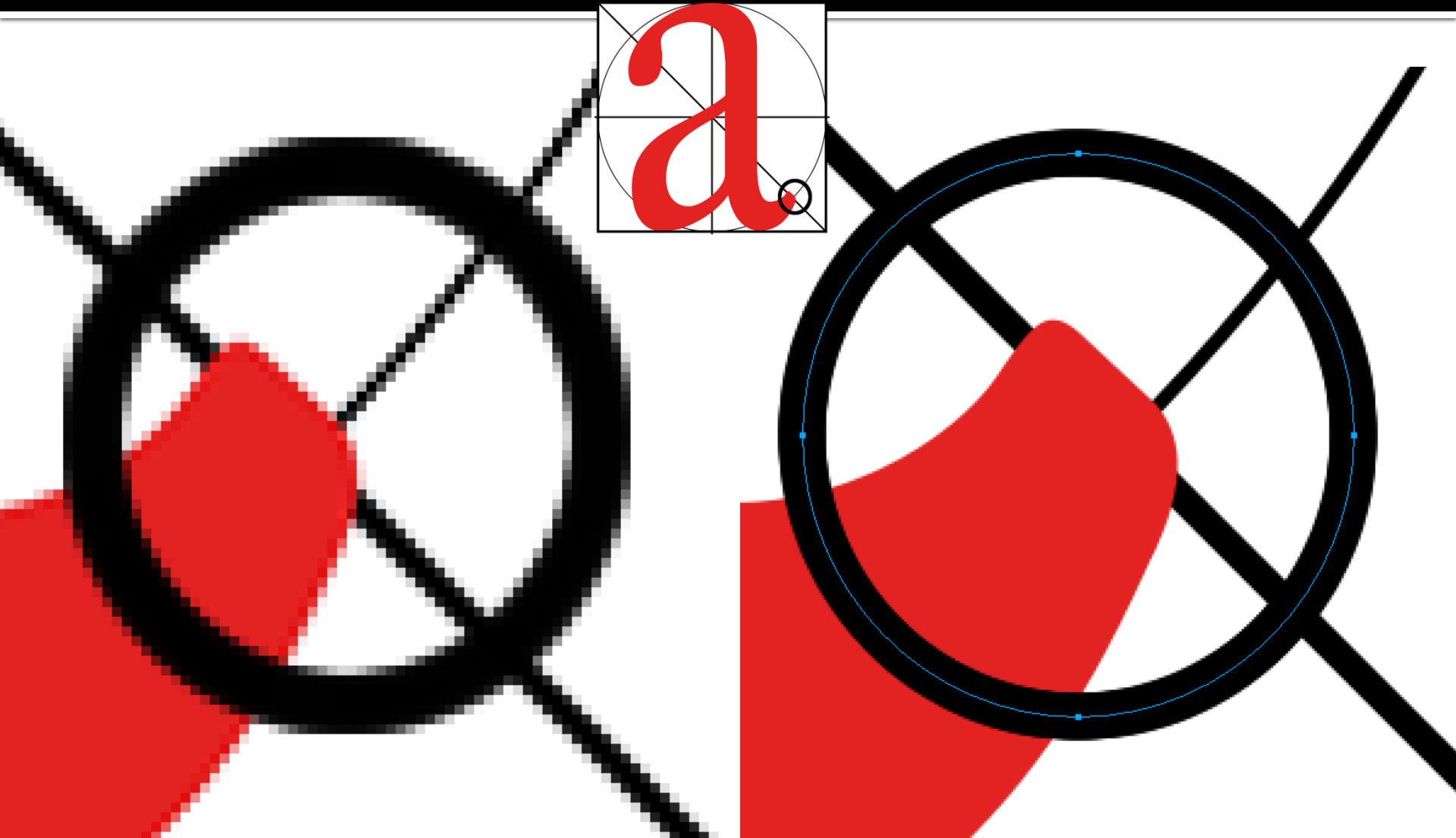
Modificarea textului

- culoare – `color:[valoare];`
- aliniere – `text-align:left | center | right | justify;`
- decorare – `text-decoration:underline | line-through | underline | blink | none;`
 - de obicei utilizat pentru eliminarea sublinierii la link-uri ``
- transformare – `text-transform:uppercase | lowercase | capitalize;`
- indent – alinierea primului rand din paragraf
`text-indent:50px;`

Font

- Definitie: Font = desenul (forma grafica) a caracterului
- Fonturi
 - Outline font (True type) = desen vectorial, curbe Bezier - scalarea pastreaza calitatea maxima
 - Bitmap font = harta de pixeli – scalarea duce la aparitia artifactelor

True Type - Bitmap



Web safe font

- Fonturi definite de CSS
 - sans-serif
 - serif
 - monospace
 - cursive
 - fantasy
- Fonturi safe Microsoft
 - Arial
 - Courier New
 - Georgia
 - Times New Roman
 - Verdana
 - Trebuchet MS
 - Lucida Sans

sans-serif

serif

monospace

cursive

fantasy

Arial

Courier New

Georgia

Times New Roman

Verdana

Trebuchet MS

Lucida Sans

Font

- desen de caractere

F

Sans-serif

F

Serif

Generic	Familie	Descriere
Serif	Times New Roman Georgia	Apar mici linii la terminatia anumitor caractere
Sans-serif	Arial Verdana	Fara liniute la sfarsit de caracter
Monospace	Courier New Lucida Console	Latime constanta a caracterelor

Font

- desen de caracter – `font-family:[lista];`
 - `font-family: Arial , "Times New Roman", sans-serif;`
 - se utilizeaza Arial
 - daca Arial nu exista se utilizeaza Times New Roman
 - daca nici Times New Roman nu exista se utilizeaza sans-serif
 - daca nici sans-serif nu exista se utilizeaza fontul implicit in browser
- `font-style:normal | italic | oblique;`
- `font-size:[dimensiune];`
- `font-weight: normal | bold | bolder | lighter | 100 – 900;`
- `inherit` implicit pentru toate attributele;

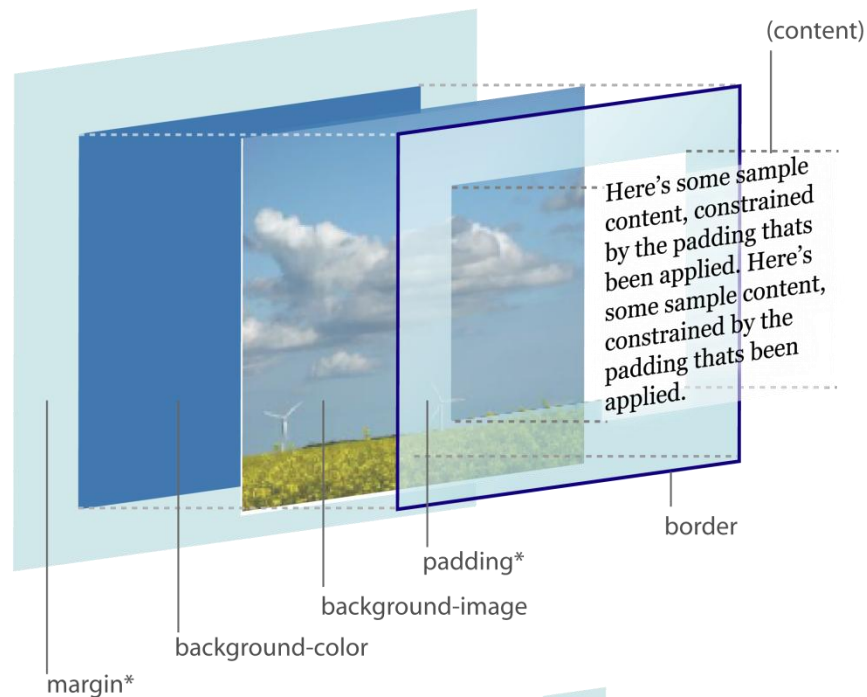
Dimensiunile in CSS (text)

- relativ la dimensiunea implicita in browser
 - **xx-small, x-small, small, medium, large, x-large, xx-large** (implicit medium)
- relativ la dimensiunea din blocul parinte
 - **smaller, larger**
- absolute
 - in, cm, mm, pt (1 point = 1/72 in), pc (1 pica = 12 pt)
- relative
 - **em, ex – relative la dimensiunea in blocul parinte**
 - un cuvânt cu dimensiunea 2em = dimensiunea de 2 ori mai mare decat a textului din acel paragraf
 - precizie mai buna, valori fractionare permise (1.25em, 0.85em etc.)
 - px (pixeli) dependent de dispozitivul de afisare

CSS Box Model

- Orientat in jurul conceptului de "cutie" – Box model

THE CSS BOX MODEL HIERARCHY



* transparent elements

CSS Box Model

- parametrii "box model" pot fi aplicati tuturor elementelor cu structura bloc, controland intregul bloc (marginii, chenar, distanta intre chenar si continut).



Margine

- spatiu liber lasat in exteriorul blocului
- `margin-top:[valoare] | auto;`
- `margin-right:[valoare] | auto;`
- `margin-bottom:[valoare] | auto;`
- `margin-left:[valoare] | auto;`
- scurt
 - `margin: [top] [right] [bottom] [left];`
 - `margin: [top] [right= left] [bottom];`
 - `margin: [top=bottom] [right= left];`
 - `margin: [top=bottom=right= left];`

Chenar

- **border-style**: none | hidden | dotted | dashed | solid | double | groove | ridge | inset | outset | inherit; - deblocheaza celelalte proprietati
- **border-color**: culoare;
- **border-width**: thin | medium | thick | [valoare] | inherit;
- scurt: **border**: [border-width] [border-style] [border-color];
 - border: 5px solid red;
- detaliat:
 - **border-left-color**: ...
 - **border-top-width**: ...
 - etc.

Distanța chenar-continut

- spațiu liber lasat în interiorul blocului
- `padding-top:[valoare] | auto;`
- `padding-right:[valoare] | auto;`
- `padding-bottom:[valoare] | auto;`
- `padding-left:[valoare] | auto;`
- scurt
 - `padding: [top] [right] [bottom] [left];`
 - `padding: [top] [right= left] [bottom];`
 - `padding: [top=bottom] [right= left];`
 - `padding: [top=bottom=right= left];`

Dimensiuni, vizibilitate, afisare

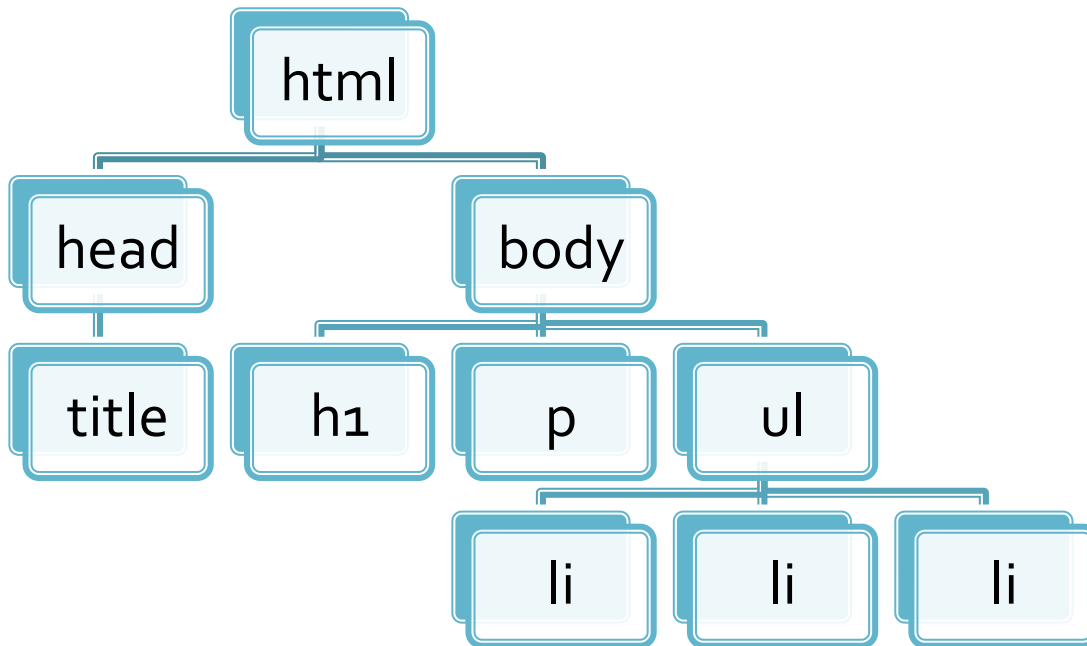
- **height**: auto | [valoare] | [%] | inherit
- **width**: auto | [valoare] | [%] | inherit
- CSS 2: **min-height**, **max-height**, **min-width**, **max-width**: none(max) | [valoare] | [%] | inherit
- **visibility**: visible | hidden;
- **display**: none | inline | block;

Pozitionare

- `position: absolute | fixed | relative | static | inherit;`
- `top, right, bottom, left: auto | [valoare] | [%] | inherit;`
- `z-index: [valoare intreaga];` - mai mare = deasupra

DOM

- DOM – Document Object Model: structura de tip graf



```
<html>
<title>pagina mea</title>
<body>
  <h1>Compozitori:</h1>
  <p>
  <ul>
    <li> elvis costello
    <li> johannes brahms
    <li> georges brassens
  </ul>
</body>
</html>
```

Relatie cu Javascript in aplicatii

- Javascript poate accesa prin intermediul obiectului DOM atasat documentului HTML elementele din structura arbore DOM si modifica proprietatile corespunzatoare
- se deschide astfel calea spre aplicatii dinamice

CSS Zen Garden

CSS Zen Garden

- <http://www.csszengarden.com/>
- un fisier html comun
- schimbarea formei permisa numai prin intermediul CSS

CSS Zen Garden – HTML original

css Zen Garden

The Beauty of CSS Design

A demonstration of what can be accomplished visually through CSS-based design. Select any style sheet from the list to load it into this page.

Download the sample [html file](#) and [css file](#)

The Road to Enlightenment

Littering a dark and dreary road lay the past relics of browser-specific tags, incompatible DOMs, and broken CSS support.

Today, we must clear the mind of past practices. Web enlightenment has been achieved thanks to the tireless efforts of folk like the W3C, WaSP and the major browser creators.

The css Zen Garden invites you to relax and meditate on the important lessons of the masters. Begin to see with clarity. Learn to use the (yet to be) time-honored techniques in new and invigorating fashion. Become one with the web.

So What is This About?

There is clearly a need for CSS to be taken seriously by graphic artists. The Zen Garden aims to excite, inspire, and encourage participation. To begin, view some of the existing designs in the list. Clicking on any one will load the style sheet into this very page. The code remains the same, the only thing that has changed is the external .css file. Yes, really.

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Participation

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Download the sample [html file](#) and [css file](#) to work on a copy locally. Once you have completed your masterpiece (and please, don't submit half-finished work) upload your .css file to a web server under your control. [Send us a link](#) to the file and if we choose to use it, we will spider the associated images. Final submissions will be placed on our server.

Benefits

Why participate? For recognition, inspiration, and a resource we can all refer to when making the case for CSS-based design. This is sorely needed, even today. More and more major sites are taking the leap, but not enough have. One day this gallery will be a historical curiosity; that day is not today.

Requirements

We would like to see as much CSS1 as possible. CSS2 should be limited to widely-supported elements only. The css Zen Garden is about functional, practical CSS and not the latest bleeding-edge tricks viewable by 2% of the browsing public. The only real requirement we have is that your CSS validates.

CSS Zen Garden – HTML original

css Zen Garden

The Beauty of CSS Design

A demonstration of what can be accomplished visually through CSS-based design. Select any style sheet from the

Download the sample [html file](#) and [css file](#)

The Road to Enlightenment

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[Under the Seal](#)
by Eric Stoltz

[Make 'em Proud](#)
by Michael McAdigan and
Scotty Reifnyder

[Orchid Beauty](#)
by Kevin Addison

[Oceanscape](#)
by Justin Gray

[CSS Co., Ltd.](#)
by Benjamin Klamm

[Sakura](#)
by Tatsuya Uchida

[Kyoto Forest](#)
by John Polkowski

[A Walk in the
Garden](#)
by Simon Van
Hauwermeiren

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CSS Zen Garden

CSS Zen Garden

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CSS ZEN GARDEN

Select a design

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CSS Zen Garden

CSS Zen Garden

The Beauty of CSS Design

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CSS Zen Garden

The Beauty of CSS Design

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The Road to Enlightenment

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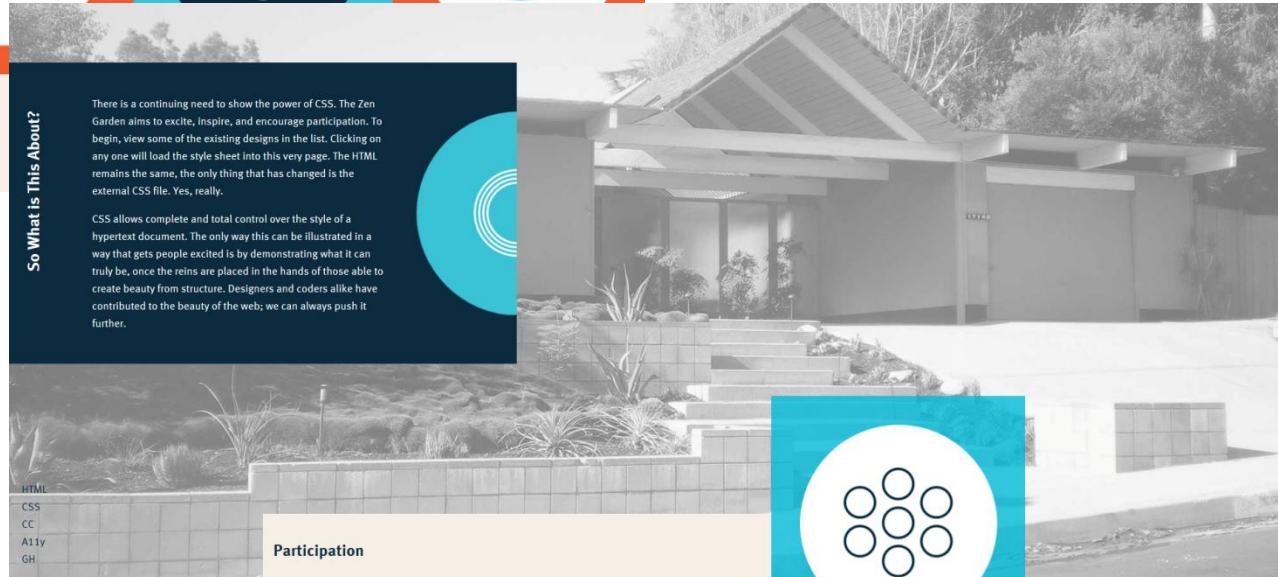
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HTML
CSS
CC
A11y
GH

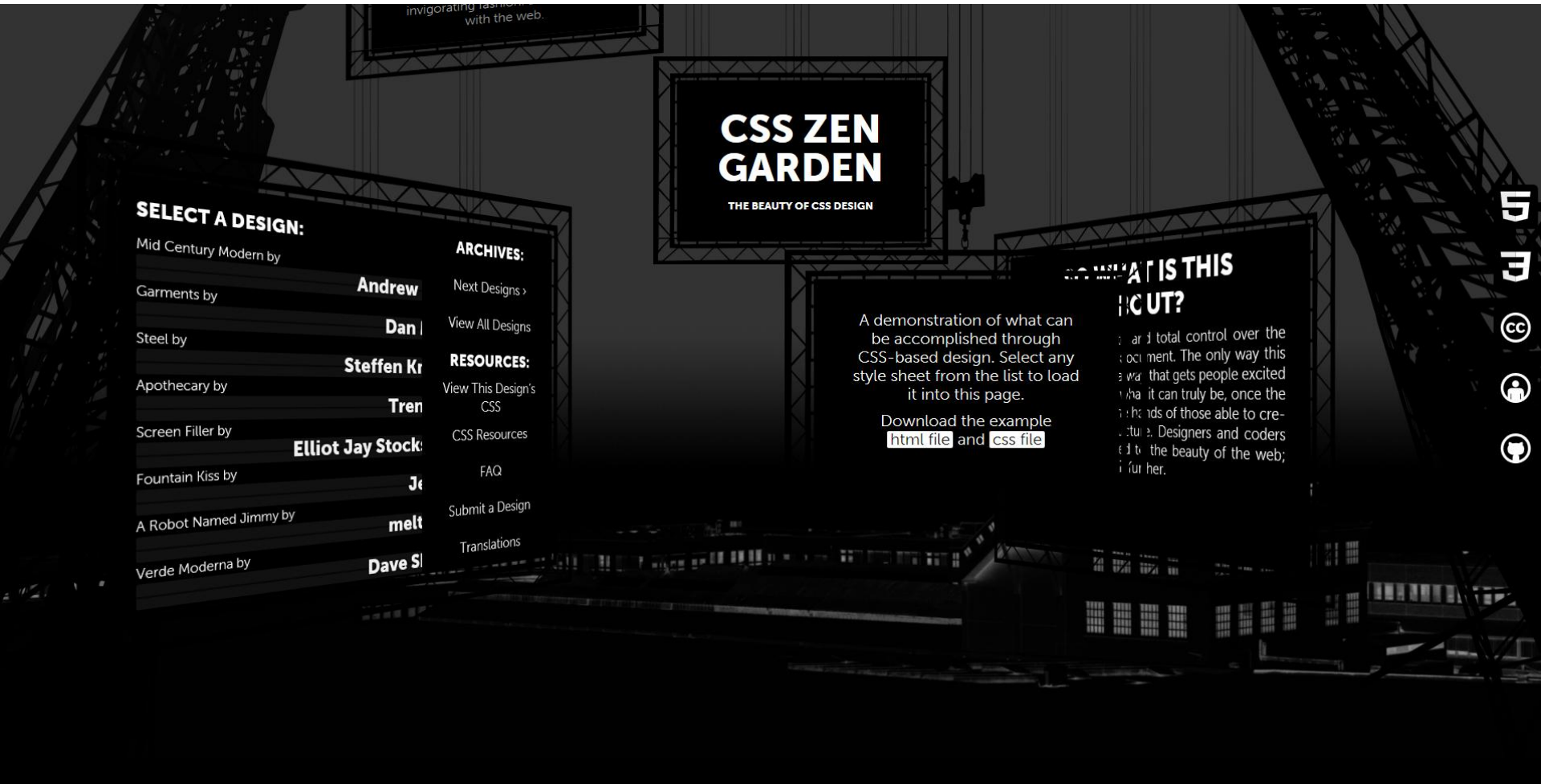
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CSS Zen Garden



invigorating fashion
with the web.

CSS ZEN GARDEN

THE BEAUTY OF CSS DESIGN

SELECT A DESIGN:

Mid Century Modern by

Andrew

Garments by

Dan I

Steel by

Steffen Kr

Apothecary by

Tren

Screen Filler by

Elliot Jay Stock

Fountain Kiss by

Jc

A Robot Named Jimmy by

melt

Verde Moderna by

Dave Sl

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The Beauty of CSS Design

A DEMONSTRATION OF WHAT CAN BE ACCOMPLISHED THROUGH CSS-BASED DESIGN. SELECT ANY STYLE SHEET FROM THE LIST TO LOAD IT INTO THIS PAGE.

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[Fountain Kiss](#) by [Jeremy Carlson](#)

[A Robot Named Jimmy](#) by [meltmedia](#)

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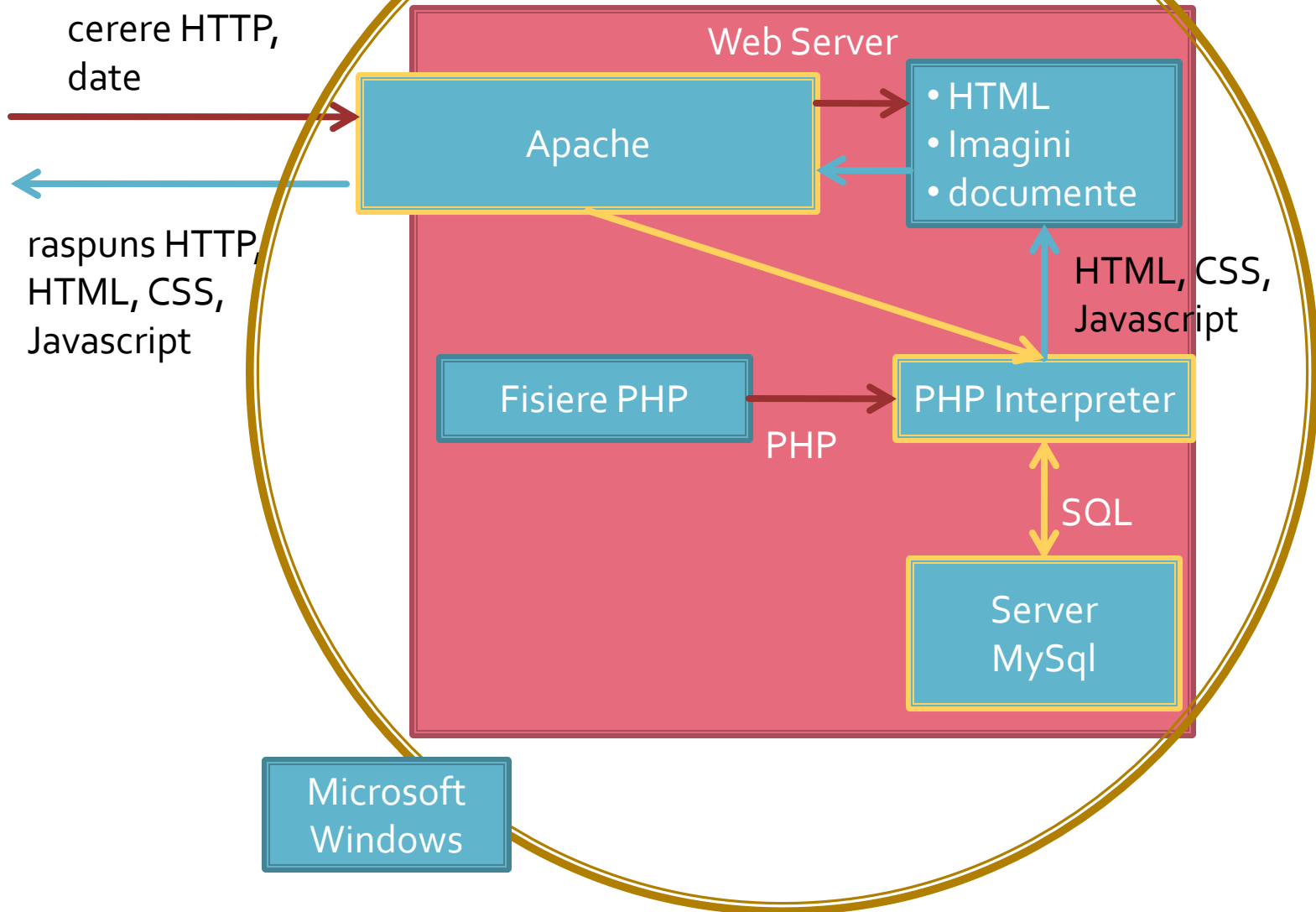
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Laborator 1

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- Lucrarea de față este orientată spre punerea la punct a unui sistem de dezvoltare de aplicații web, tehnologia avută în vedere este combinația:
 - Apache ca server web, interfață între aplicația realizată și restul lumii
 - MySQL, ca server de baze de date
 - PHP, Hypertext Preprocessor, ca limbaj de procesare la nivelul server-ului

WAMP



Contact

- Laboratorul de microunde si optoelectronica
- <http://rf-opto.etti.tuiasi.ro>
- rdamian@etti.tuiasi.ro