
Web-Based Application Design and Development

Activity 1: Create your first HTML page and upload it to the web server

For this activity, you are going to work to set up your web server account where you will publish your developed web pages throughout the semester. You will then test your account with a basic html file (provided in Canvas) that has minimal content in a very basic layout. You are given instructions below to edit the html file and to upload the file so that any public can see your web page.

Part 1: Access the Hosting Self-Service Portal, request a Personal Webpages account

This is your web server space

1. Go to <https://hosting.uncc.edu>.
 - a. Login with your UNCC credentials.
 - b. Click the 'Personal Webpages' service link.
2. Click the 'Request an Account' link.
3. Click the 'Submit Request' link.
4. **Log out** – upper right corner.

Part 2: Download and Install the Webstorm IDE (Or an IDE of your choice that you are familiar with)

This is your development environment for writing HTML, CSS and JavaScript Codes in your local machine.

The instructions for downloading Webstorm IDE are here:

1. Go to <https://www.jetbrains.com/student/>
2. Click on *Apply Now*. Make sure to use your UNCC email.
3. You will receive an email confirmation with a link to activate your account.
4. Go to the link, download and install the IDE.
5. Once completed, run WebStorm. You will need to use your license id or if you created an account, you login credentials.

Part 3: Download and Install the VPN.

You need VPN to access your web server space from outside UNCC

1. Go to <https://software.uncc.edu/>
2. Login with your NinerNet credentials
3. Click on *VPN*.
4. Choose your OS and download.
5. Use the following installation instructions: <https://spaces.uncc.edu/pages/viewpage.action?pageId=2523220>
6. Once installed, use the following instructions to connect: <https://spaces.uncc.edu/pages/viewpage.action?pageId=6653379>

Part 4: Download and Install Filezilla FTP Software

This software will help you upload files from your local machine to your web server space

1. Go to <https://software.uncc.edu/>
2. Click on Filezilla.

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3. Click on *Link*.
4. Select the appropriate executable for your OS and download. Install.

Part 5: Save the Activity1-MeAndMyCourse.html file on the server, view it in a browser, and open it in an editor.

1. You will save the file locally to your machine.
2. Create a folder and name it "**Exercise**".
3. Go to Canvas. Download the file and save it as **Lastname-Activity1.html** (your last name) under the **Exercise** folder on your **computer**.
4. Make sure you are connected to the "**Eduroam**" network (if you are on UNCC campus) or connected through **VPN** (if you are outside the campus)

Part 6: Log on to the web server with a ftp client e,g FileZilla and publish the html file.

1. Open '**FileZilla**'.
 - a. Enter **webpages.uncc.edu** as the Hostname, **22** as the port number and your 49er username and password. Click **Login**. Click **Yes** to accept the host key. Click **Continue**
2. In the left pane is a list of personal and private files. In the right pane is a list of your public files on the web server.
3. Change your directory location to your **Exercise** folder using the navigation dropdown.
4. You should see the **Lastname-Activity1.html** file.
5. In the server pane on the right, double click on the **public_html** folder icon. This is where you will place all your web files.
6. Create an **Exercise** folder on the web server and open the folder:
 - a. Right click in the **public_html** in the **server** pane (right side of screen) → choose **Create Directory** → Name it **Exercise**
 - b. Double click the **Exercise** folder (this is where you will see the upload files after you complete step 7)
7. Now, in the local pane (left side of screen), right click the **Lastname-Activity1.html** file and select **upload**. Select **OK** in the **Upload** popup.
8. Check that your file is available on the web server.
 - a. Open up **Chrome** web browser.
 - b. Type in <http://webpages.uncc.edu/yourUsername/Exercise/Lastname-Activity1.html>
 - c. In the above URL the "yourUsername" should be replaced with your 49er username
 - d. Your browser should display the page.
9. At the bottom of the screen, click on the validation link. Verify that there are no errors on the page.
10. Disconnect your **FileZilla** ftp connection → **Server** → **Disconnect**

Part 7: Modify the HTML. Complete the following modifications.

1. Using WebStorm, open **Lastname-Activity1.html**.
 - a. Go to **File** → **Open** and navigate to **Exercise/Lastname-Activity1.html**. Select and open the file.
2. Modify the page (file):
 - a. Replace the paragraphs about the professor with a small paragraph about you, and a small paragraph on why you choose this course and how do you expect to learn in this

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course. [These paragraphs help me and your TA, who will be consistently grading your assignments in this course, to know you and help you succeed in this course]

- b. Add **em** tag to emphasize on the reason to choose this course Hint:
https://www.w3schools.com/tags/tag_em.asp
 - c. Make sure that your new paragraphs start and end with `<p>` and `</p>` tags, respectively.
 - d. Make sure that your names are the **first words in each paragraph** and the name starts and ends with `<i>`, `` and ``, `</i>` tags like the first paragraph.
3. Save your file and preview it to see the changes.
4. Upload modified file to the server.
5. Refresh your <http://webpages.uncc.edu/yourUsername/Exercise/Lastname-Activity1.html> to see your changes.
6. Click on the **Validation** link. Verify that there are no errors on the page. If there are errors, fix them. Redeploy and check again.

Part 8: Turn in your activity

1. Log in to **Canvas**.
2. Go to **Week1 -> Exercise -> Activity1 submission**. Upload the **html** file to the submission page.
3. After you save the file, click on “**Comments**” section on Canvas and in the textbox provide the URL of your **html** file on the web server. **You must provide the correct URL to get credit.**
4. Mention if you found any challenges with this activity, and how you addressed it.