

School of Information Technology International Business College

7 Greenfield Parade
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Object-Oriented Client/Server Internet

Subject Coordinator and Lecturer: Professor Minh Hung Le

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Aim of Unit:

This unit provides client/server architecture and programming techniques. Major topics include two and three-tier client server architectures, programming considerations, clean layering, advanced graphical user interface controls, database processing, transaction processing and monitoring

Unit Outline:

- Provide a generalized definition of client-server computing, one not limited to simple distributed database systems.
- Learn the advantages of client-server systems over monolithic systems.
- Supply definitions and explanations for a large number of technical terms and acronyms related to client-server computing.
- Apply the techniques and features of a client/server development language to construct a moderately complex client/server application.
- Operate the concepts learned in this course to the development of client-server applications that are Internet and/or World Wide Web based.

Mode of Delivery:

Two hours lecture per week.

One hour tutorial per week.

Unit Assessment:

Assignments	20 %
Mid-Semester Test	20 %
Final Examination	60 %

Assessment Requirements:

Students must receive 50% or more for each part of Unit Assessment in order to pass the subject.

Student Workload:

Students will have 3 hours per week face-to-face learning during semester.

Students are expected to work at least 5 hours per week out of class.

Text Book:

1. Amjad Umar, "Object-Oriented Client/Server Internet Environments", Prentice Hall, 1997

Recommended References:

1. Vaughn L. T., "Client/server system design and implementation", Mc Graw-Hill, 1995

2. Jenkins, "Client server unleashed", SAMS, 1996

Subject Schedule

Weeks	Lecture/Tutorial Topics	Assignments	Reading from Text Book
1	Introduction.	Assignment #1	Chapter 1
2	Information-Technology Building Blocks.	Assignment #2	Chapter 2
3	Basic C/S Middleware and OSF DCE.	Assignment #3	Chapter 3
4	Internet and World Wide Web.	Assignment #4	Chapter 4
5	Distributed-Data Management and Remote SQL Middleware.	Assignment #5	Chapter 5
6	Client/Server Transaction Processing.	Assignment #6	Chapter 6
7	Mid-Semester Test		
8	Distributed Objects (CORBA and OLE/ActiveX)	Assignment #7	Chapter 7
9	Mobile Computing, Groupware, Multimedia, and Legacy Data Access Middleware.	Assignment #8	Chapter 8
10	Putting the Pieces Together-A Synthesis.	Assignment #9	Chapter 9
11	Object-Oriented Concepts and Technologies-A Tutorial.	Assignment #10	Chapter 10
12	Network Technologies and Architecture-A Tutorial.	Assignment #11	Chapter 11
13	Revision		
14	Final Examination		