Subject Description Form

Subject Code	COMP 5322				
Subject Title	Internet Computing and Applications				
Credit Value	3				
Level	5				
Pre-requisite/ Exclusion	Prerequisite: Nil				
•	Exclusion: COMP5321 Enterprise Web and Internet Computing for				
	Managers				
Objectives	 The objectives of this subject are to enable students: to study the impact of Internet in facilitating a truly distributed, wide area and highly accessible computing environment; to explore various web-related technologies and to gain appreciative knowledge of how these technologies synergize with one another to enable ubiquitous access of information; to examine the analysis, design and implementation techniques required to develop the network, enterprise and Internet based information systems. In also covers the managerial perspective of Internet Computing and how this evolving technology will impact future enterprise e-solution. 				
Intended Learning Outcomes	After completing this subject, students should be able to: a) demonstrate a comprehensive and in-depth understanding and				
	 appreciation of advanced Internet Computing technologies and apply the skills to plan, design and formulate creative solutions for the deployment of state-of-the-art web-based information systems; b) critically assess the complex problems and issues surrounding the challenges. In the process of formulating a holistic solution 				
	to the problems, students should apply the advanced knowledge and developed skill sets to comprehensively assess the suitability of various technologies; and c) show in-depth understanding of the core Internet Computing concepts that will provide them with the necessary skill sets to acquire further knowledge as the technology continues to evolve.				
Subject Synopsis/ Indicative Syllabus	Internet Computing for Enterprise IS				
indicative Symbols	Internet technology for enterprise IS				
	• Intranet vs Internet				
	Network infrastructure and support for internet computing.				
	Network security.				
	Web-based Client/Server Computing Payolytion of Web as the intergalectic client/server internet				
	Revolution of Web as the intergalactic client/server internet computing platform. Web protocols and hypertext technology. HTTP data representation and response. Interactive Web-based client/server.				
	Different technologies involved in Web programming and how				

	they work together. Scripting with HTML, CGI programming and Java Servlet appraoches to creating high-quality Web sites. Web security: SSL					
	Web database connectivity and network interface					
	Future of Web and Internet Computing					
	Next generation web standards: XML					
	• General overview of XML and its application. XML					
	Namespaces, Document type definitions, XSL.					
	 Processing XML using DOM, SAX. Developing enterprise XML-based web applications 					
	22. Hoping emerprise 11.112 oused wer approaches					
Teaching/Learning Methodology	Class activities including - lecture, tutorial, lab, workshop seminar where applicable					
	In the lectures, the basic web building blocks and applications will be elaborated. In the tutorials, some popular CSS and Javascript frameworks such as Bootstrap and jQuery are be introduced. The students are required to develop their personal website as the midterm projects and develop an internet application as the final project.					
Assessment Methods in		Laz	T			
Alignment with Intended Learning Outcomes	Specific Assessment Methods/Tasks	% weighting	Intended subject learning outcomes			
Dear ming outcomes					assessed	
			a	b	c	
	Assignments, Tests & Projects	55	√	✓		
	Final Examination	45	✓	✓	✓	
	Total	100				
Student study effort	Class Contact:					
expected	Class activities (lecture, tutorial, lab) 39 hours					
	Other student study effort:					
	Assignments, Quizzes, Projects, Exams Total student study effort			66 hours 105 hours		
Reading list and	(1) Marty Hall, Core Web Pro	gramming, Pre	entice-H			
references	 (2) Balachander Krishnamurthy et. al., Web Protocols and Practice, Addison Wesley, 2001 (3) Robert Orfali et. al., Client/Server Survival Guide, 3rd Edition, Wiley, 1999 					