615-670 Internet Software Development Principles

Credit Points:	12.500
Level:	Graduate/Postgraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 1, - Taught on campus. Semester 2, - Taught on campus. There will be one three-hour class each week during the 12 teaching weeks of semester. Students are required to attend all classes. Classes consist of lectures and workshop tasks.
Time Commitment:	Total Time Commitment: Students are expected to devote a total of approximately 8 hours per week to this subject. This means that in addition to the three hours per week in class, students should devote approximately 5 hours each week reading and preparing for presentations and working on the assignments.
Prerequisites:	(433-520 Programming AND Software Development AND 615-570 Database Systems & Information Modelling and 433-522 Internet Technologies) OR equivalent.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	It is University policy to take all reasonable steps to minimise the impact of disability upon academic study and reasonable steps will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact upon their active and safe participation in a subject are encouraged to discuss this with the relevant subject coordinator and the Disability Liaison Unit.
Coordinator:	Dr Andrew Lonie
Subject Overview:	This subject introduces a range of technologies and methodologies in current use in software development targeted to internet applications. Topics include: object modeling, UML and component based software engineering, and sufficient exposure to enable the student to understand, with a reasonable degree of sophistication, terms such as .NET, .COM, DNA, ASP, SOAP and others in common use.  The emphasis will be on design principles and developing an understanding of the architectures and technologies as applied in common business contexts. By the end of the course students should:  # Understand the issues involved in the architecture and design of complex inter- and intraorganisational systems;  # Develop the skills to produce high-level models and designs for complex distributed systems  # Gain exposure to modern application development frameworks such as .NET and J2EE  # Understand the rationale behind emerging distributed systems technologies such as J2EE, XML, Web Services and.NET and assemble small prototype systems using these technologies
Assessment:	Two individual written assignments (10% each) totalling no more than 2000 words each, due in weeks 4 and 8 respectively; one team design and implementation assignment due in week 12 (20%); a 2-hour written examination in the examination period (60%). Further details will be made available to students prior to the commencement of the subject.
Prescribed Texts:	There are no prescribed texts for this subject.
Breadth Options:	This subject is not available as a breadth subject.

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Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	Generic Skills  Students should develop skills in reading and communicating results found in the related research literature, and enhance independent learning skills.
Notes:	Student Feedback  We welcome your comments about this subject - things you liked and things you think we could improve on. You can provide this feedback in several ways:  # speaking directly to the lecturer  # speaking to your student representative or the MIS/MIT Program Director  # completing the Quality of Teaching survey administered towards the end of each subject  The feedback provided by students in these ways will be communicated to lecturers and taken into account in subject planning and staff training.
Related Course(s):	Master of Information Technology Master of Information Technology

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