433-620 Engineering for Internet Applications

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 2, - Taught on campus.
Time Commitment:	Contact Hours: 3 hours per week; Non-contact time commitment: 84 hours Total Time Commitment: Not available
Prerequisites:	615-670 Principles of Internet Software Development
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry. It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability
Coordinator:	Dr Steven Melnikoff
Subject Overview:	Topics covered include: Web software architectures; languages and standards for data and applications on the World Wide Web; protocols for data exchange, program invocation, self-description, and discovery that form a basis for Web Services. Technologies discussed include HTML, HTTP, XML, SOAP, and WSDL. The development platform will be either Java Web Services platform or Microsoft's .NET. The use of these technologies for creating sample client-server and distributed applications will also be discussed.
Objectives:	The objective of this subject is for student to be familiar with concepts, tecnologies, and standards underpinning the World Wide Web and its applications.
Assessment:	Project work during semester expected to take approximately 36-hours (40%) and one 2-hour written examination at the end of semester (60%).
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	On completion of this subject students should: # be able to undertake problem identification, formulation and solution; # have a capacity for independent critical thought, rational inquiry and self-directed learning; and # have a profound respect for truth and intellectual integrity, and for the ethics of scholarship.
Related Course(s):	Master of Engineering in Distributed Computing Master of Information Technology Master of Software Systems Engineering