

SWEN90002 Engineering for Internet Applications

Credit Points:	12.50								
Level:	9 (Graduate/Postgraduate)								
Dates & Locations:	2012, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus.								
Time Commitment:	Contact Hours: 12 one-hour lectures (one per week), 12 two-hour workshops (one per week). Total Time Commitment: 120 hours								
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>COMP90041 Programming and Software Development</td> <td>Semester 1, Semester 2</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	COMP90041 Programming and Software Development	Semester 1, Semester 2	12.50
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COMP90041 Programming and Software Development	Semester 1, Semester 2	12.50							
Corequisites:	None								
Recommended Background Knowledge:	Familiarity with software development for internet applications								
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 Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/								
Coordinator:	Dr Aaron Harwood								
Contact:	Dr Aaron Harwood email: aharwood@unimelb.edu.au (mailto:aharwood@unimelb.edu.au)								
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:	On completion of the subject students should be able to: <ul style="list-style-type: none"> # Become familiar with numerous technologies and design patterns for building internet applications # Be able to critically analyse a given approach/pattern # Work in groups to develop complex software 								
Assessment:	Two projects due around weeks 7 and 12, expected to take approximately 36 hours (40%) Class participation (20%) And an end-of-semester written examination not exceeding 3 hours in duration (40%)								
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:	<p>On completion of this subject students should be able to:</p> <ul style="list-style-type: none"> # Undertake problem identification, formulation, and solution # Utilise a systems approach to complex problems and to design an operational performance # Manage information and documentation # Communicate effectively, with the engineering team and with the community at large
Related Course(s):	<p>Bachelor of Computer Science (Honours) Bachelor of Engineering (Software Engineering) Bachelor of Engineering (Software Engineering)/Bachelor of Science Master of Engineering in Distributed Computing Master of Information Technology Master of Software Systems Engineering Postgraduate Certificate in Engineering</p>
Related Majors/Minors/ Specialisations:	Computer Science