SINF90006 Internet Software Development Principles

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus. Semester 2, Parkville - 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:	Contact Hours: 36 hours comprising 1 three-hour class each week. 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 & Software Development AND 615-570 Database Systems & Information Modelling AND 433-522 Internet Technologies. MIS students who wish to enrol in 615-670 but have not completed these prerequisite subjects will require a programming background and will need to obtain permission from the subject coordinator.
Corequisites:	None.
Recommended Background Knowledge:	None.
Non Allowed Subjects:	None.
Core Participation Requirements:	For the purposes of considering requests 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 for 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 Andrew Lonie
Contact:	Email: alonie@unimelb.edu.au
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 intra-organisational 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

Objectives:	-
Assessment:	Two individual written assignments (10% each) of 1000 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%).
Prescribed Texts:	There are no prescribed texts for this subject.
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:	Students should develop skills in reading and communicating results found in the related research literature, and enhance independent learning skills.
Related Course(s):	Bachelor of Information Systems (Degree with Honours) Master of Information Systems Master of Information Systems Master of Information Systems Master of Information Systems/Postgraduate Diploma in Management Master of Information Technology