

CAP 4xxx: Web Applications Programming
and
CAP 5xxx: Web Applications Programming
Fall 2005

[*Note:* Two different versions of this course have been offered in the past, one by Dan Schwartz, and one by Greg Riccardi. The following syllabus is based on the offering by Schwartz. The course as offered by Riccardi would cover the same topics, but use a different text incorporating IBM's "Websphere" integrated development environment.]

Instructor: Daniel G. Schwartz, schwartz@cs.fsu.edu, 266 LOV, 644-5875, Office Hours TBA.

Teaching Assistant: TBA

Prerequisites: Must have previously taken COP 3252, Internet Applications Programming with Java, or have an equivalent knowledge of Java programming.

Text: Deitel, Deitel, and Santry, *Advanced Java 2 Platform: How to Program*, Prentice Hall, 2002.

Website: www.cs.fsu.edu/~cap5xxx

Course Objectives: To learn how to create distributed web applications using current Java technology.

Course Content: We will cover the following chapters from the text.

8. Java Database Connectivity (JDBC)
9. Servlets
10. Java Server Pages (JSP)
11. Case Study: Servlet and JSP Bookstore
13. Remote Method Invocation (RMI)
14. Session EJBs and Distributed Transactions
15. Entity EJBs

Assignments: There will be one assignment per chapter, based on the examples in the text. Students enrolled in the graduate section (5xxx) will be required to do an additional project utilizing the core concepts of the course.

Testing and Grading: There will be two tests (including the final), each worth 25% of the final grade. Homeworks will be weighted equally and make up the remaining 50%. No portion of the grade will be based on attendance.

Note: It will be necessary to obtain passing grades (at least 60%) on *both* the tests *and* the homeworks in order to receive a passing grade for the course.

Academic Honesty: Students are expected to understand and conform to the Student Honor Code as set forth in the University General Bulletin and the Student Handbook, especially as it addresses the issue of plagiarism. While it is encouraged that students work together and help one another to learn the subject matter of this course, all assignments are to be each student's own work. In particular, students who turn in identical, or essentially identical, assignments will be regarded as committing plagiarism and in violation of the Code. Such violations will result in a zero (for all parties involved) on the assignment. A second occurrence will result in failing the entire course.

All cases of academic dishonesty will be reported to the department, which may take additional actions if these seem warranted. Egregious cases of cheating can result in being expelled from the university.

Please notify the Department of Computer Science five working days prior to this event if a reasonable accommodation for a disability is needed: 644-2296 (Voice), 644-0058 (Fax). This syllabus and other class materials are available in alternative format upon request.