Ain Shams University
Faculty of Engineering

University of East London

Internet Programming
Course Assessment Map and Specification

Module Data:		
Module Code		**EG7535/CN5304**
Module Name		**Internet Programming**
UEL Credit Rating		**15 Credits**
UEL Level		**5**
ASU Course Weight in UEL Module:		**100%**
UEL Module LOs Served by this course Work Assessment Tasks:		
Task	**Weight**	**Served LOs**
Major Assessment Task	**20%**	**Knowledge** 1. Identify the structure of a web page and its basic elements. 2. Classify the server side and client-side communication. 3. Recognize document tree structure. **Thinking skills** 4. Style web pages using CSS. 5. Deal with all web page elements using DOM. **Subject-based practical skills** 6. Learn client-side scripts using Javascript and JQuery. 7. Establish asynchronous client-server communication using AJAX. 8. Learn server-side script using PHP. **Skills for life and work (general skills)** 9. Apply knowledge to create different purpose websites. 10. Write client/server-side script to handle various user inputs as well as dynamic pages.

ASU Couse Data:

ASU Couse Code	ASU Couse Name	ASU Credit Rating	ASU Level
CSE341	Internet Programming	3 credits	Senior 1

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Course Assessment Specification (CAS)

Coursework Title : Major Task
Task Weight in the ASU Course final Grade : 20% distributed as follow:

Maximum mark available: 15

Lecturer : Dr. Hesham Mahmoud Farag

Contact : If you have any issues with this coursework, you may contact your lecturer.

Contact details are: Email: hesham_farag@eng.asu.edu.eg
Mobile: 01234567890

Hand-out Date : 02/03/22
Hand-in Date : 02/03/22
Hand-in Method : Upload your project to the link provided by the Instructor and submit a pdf format report
Feedback Date : Your work will be marked and returned within two weeks.

Introduction

This coursework is to be carried out in groups of 3 -5 students. It is designed to meet the module Learning Outcomes as presented in the module proforma. This Task aims to introducing students analysis, design and implementation of real life systems. The students will work within groups and design, implement the systems.

Learning Outcome to be assessed

Knowledge

1. Identify the structure of a web page and its basic elements.
2. Classify the server side and client-side communication.
3. Recognize document tree structure.

Thinking skills

4. Style web pages using CSS.
5. Deal with all web page elements using DOM.

Subject-based practical skills

6. Learn client-side scripts using Javascript and JQuery.
7. Establish asynchronous client-server communication using AJAX.
8. Learn server-side script using PHP.

Skills for life and work (general skills)

9. Apply knowledge to create different purpose websites.

10. Write client/server-side script to handle various user inputs as well as dynamic pages

Detail of the task

The group work for this course is divided into detailed report and the deployed life project. Students are required to work in groups of 3-5 students to produce a project report and deploy their project on the college's server

The students should develop one of three projects:

1- Online Library:

Library management system is one that organizes and saves books' information electronically to meet the needs of students. The system should allow the user to keep track of all of the books available in the library at all times and look for any book they want. The system should maintain track of information including the date or borrowing, the date for book return, and even detailed book information and reviews for each book according to readers.

The system should meet the following requirements:

a. It should contain at least 6 webpages (Home, Book details, Member details, All books, All Members, Search)
b. A Database containing all data of books and members
c. The web pages should be dynamic
d. Signup, login, and logout functionalities
e. Admin functionalities to manage books and members
f. Minimum 25 saved books and 10 registered members

2- Online Training Center:

Training Center Management system is one that organizes and saves courses information electronically to meet the needs of learners. The system should allow the user to keep track of all of the courses available at all times and look for any course they need. The system should maintain track of information including the date of learner enrolling in course, the date for course end, and even detailed course information, teachers' information, and reviews for each course according to learners.

The system should meet the following requirements:

a. It should contain at least 6 webpages (Home, Course details, Member details, All Course, All Members, Search)
b. A Database containing all data of teachers, courses, and members
c. The web pages should be dynamic
d. Signup, login, and logout functionalities
e. Admin functionalities to manage of teachers, courses, and members
f. Minimum 25 saved courses, 5 teachers, and 10 registered learners

3- Customer Relation Management System:

Customer relationship management (CRM) is a technology for managing all your company's relationships and interactions with customers and potential customers. The goal is simple: Improve business relationships to grow your business. A CRM system helps companies stay connected to customers, streamline processes, and improve profitability. A CRM system, a tool that helps with contact management, sales management, agent productivity. A CRM solution helps you focus on your organization's relationships with individual people — including customers, service users, colleagues, or suppliers — throughout your lifecycle with them, including finding new customers, winning their business, and providing support and additional services throughout the relationship.

The system should meet the following requirements:

a. It should contain at least 6 webpages (Home, Customer details, Project details, All Customers, All Projects, Search)

b. The System should have the following functionalities: customer management – client interaction tracking – database management – marketing campaign management – sales automation – workflow automation
c. The web pages should be dynamic
d. Signup, login, and logout functionalities
e. Admin functionalities to customers, projects, sales and marketing campaigns
f. Minimum 25 saved customers and 10 registered members

What you should hand in

- Students should submit his/her report for the project (Abstract, Analysis &Design, Results and Conclusions)
- Students should deploy their project on the college's server

Guide to Marking Criteria

Marking criteria Would be as listed in the attached rubric table.

Academic Misconduct

The University defines Academic Misconduct as 'any case of deliberate, premeditated cheating, collusion, plagiarism or falsification of information, in an attempt to deceive and gain an unfair advantage in assessment'. This includes attempting to gain marks as part of a team without making a contribution. The department takes Academic Misconduct very seriously and any suspected cases will be investigated through the University's standard policy. If you are found guilty, you may be expelled from the University with no award.

It is your responsibility to ensure that you understand what constitutes Academic Misconduct and to ensure that you do not break the rules. If you are unclear about what is required, please ask.

AIN SHAMS UNIVERSITY
I-Credit Hours Engineering Programs
(i.CHEP)

University of East London

Practical Project Activities – Web Development project*

Course Code:	----------	Course Name:	----------	Assignment No.	----------	Date:	
Student Name:	----------			Student ID:	----------		

Mastery ≥90%				Accomplished ≥75 & <90%				Adequate ≥60 & <75%				Inadequate <60%			
100	96	93	90	89	84	79	75	74	69	64	60	59	40	20	0
• CSS, JS & PHP Submitted codes are written as clean code (function naming, variable naming, comments …etc.) • Database ERD is submitted in the report • JS & PHP functions are written as small functions which does a single task each • Nearly all implemented webpages are dynamic (Loaded from DB) • Followed UI design standards				• System is functional and handles user validation and verification • More than 6 webpages are built and functional • Most of the system is dynamic webpages (More than 4 pages) • Admin functionalities implemented with validation and admin credentials • JS & PHP codes are written as functions • Each function has its well-structured documentation in the submitted report				• Minimum 6 webpages are built and functional • Some webpages are dynamic and not statically built • CSS, JS & PHP codes are well structured • DB structure is well designed and documented in the submitted report • Minimum amount of required data inserted in DB • Signup, Login, and Logout functionalities are implemented and working				• The user interface looks good • HTML is well structured • CSS is used to give nice appearance for the system • HTML, CSS & JS are used for building the front-end • PHP & MySQL are used for building the back-end and DB • HTML, CSS, JS & PHP are written in separate files • Report is submitted with project description and documentation • System is functional and working fine			

1st marker Total	----------	1st marker Signature	----------	ASU Agreed Mark	----------
2nd Marker Total	----------	2nd marker Signature	----------	UEL Agreed Mark	----------

General Comments:

UEL Grading System	Agreed Mark Range	ASU Grading Scale	
% equivalent at UEL		% at ASU	Grade
95% and higher		97% and higher	A+
82% to less than 95%		93% to less than 97%	A
70% to less than 82%		89% to less than 93%	A-
66% to less than 70%		84% to less than 89%	B+
63% to less than 66%		80% to less than 84%	B
60% to less than 63%		76% to less than 80%	B-
56% to less than 60%		73% to less than 76%	C+
53% to less than 56%		70% to less than 73%	C
50% to less than 53%		67% to less than 70%	C-
45% to less than 50%		64% to less than 67%	D+
40% to less than 45%		60% to less than 64%	D
Less than 40%		Less than 60%	F