Design

Predict

Anticipate

Decide

Recognise

Course aim:

To provide students with knowledge and skills for developing client-server and web-based applications in the Intranet/Internet environment

Learning outcomes:

	Learning outcomes
1.	Discuss the philosophy of client-server computing and its impact to the computing industry.
2.	Discuss the tools used in providing web-based applications.
3.	Design and implement a dynamic web application using a range of languages/technologies/tools.
4.	Discuss and evaluate the available data access technologies.
5	Design and develop a database client-server solution that meets specified organisational requirements using database and modern data access technologies.

Topics/Content/Outline:

Topics include: designing and developing database driven web applications by using current web client/server technologies, tools and languages.

Expanded Outcomes
Outcome 1: Discuss the philosophy of client-server computing and its impact to the computing industry. • Describe the evolution of client-server. • Discuss the advantages of a client-server model. • Discuss the issues relating to the Web client-server. • Discuss the issues relating to the client side of the client-server model. • Discuss the issues relating to the server side of the client-server model. • Discuss the issues relating to three-tier and multi-tier applications of the client-server model. • Discuss the business rules and business objects associated with the implementation of the Client-server model.
Outcome 2: Discuss the tools used in providing web-based applications. (Range: Common Gateway Interface (CGI), VBScript, JavaScript, ASP.NET, PHP,

Refer to 2013 Living Curriculum Revision