Web 2.0 Motivation and Course Overview

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Evropský seriální řend Praha & EU: Inventujeme do valil budoucnosti

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Overview

- Motivation
- Scope, Requirements, Learnings
- Assessment, Resources, Communication

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Motivation in Brief

- The Web is programmable
 - Applications provide data and functionality
 - Users end-users (GUI) and programmers (API)
 - Any company with a Web presence has an API
 - → Google, Amazon, LinkedIn, Facebook, ...
- Need for highly scalable apps
 - Sudden increase in traffic
 - Slashdot effect

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W20 and MDW Courses

- W20 builds on MDW!
- Application Architecture
 - Multi-tier client-server architecture
 - Interface of the app, REST
 - Client side of the architecture, JavaScript, AJAX
 - Infrastructure empowered by cloud technologies
- Technology, Platform
 - JEE was a platform in enterprise environments
 - JavaScript
 - \rightarrow client-side + related technologies
 - → server-side asynchronous I/O, node.js
 - It does not mean you cannot combine technologies
 - → Node.js as a Web server, Oracle Service Bus for middleware to build interfaces with back-end systems, all running in a cloud environment (auto scaling, load balancers, message queues, etc.)

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Scope

- REST Architecture
 - Principles, Architecture
 - HTTP protocol in a very detail
 - AJAX and REST
- Data on the Web
 - -AtomPub
 - microformats, microdata, RDF
- Cloud Architectures
 - SaaS, PaaS, IaaS

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Organization of Lectures

- 13 Lectures
 - Czech: Mon 9:15-10:45, T9:107
 - English: TBA
- Plan
 - 1. 20.02.2017 Motivation and Course Overview (html)
 - 2. 20.02.2017 Introduction to JavaScript (html)
 - 3. 27.02.2017 Representational State Transfer (html)
 - 4. 06.03.2017 Uniform Interface 1. (html)
 - 5. 13.03.2017 Uniform Interface 2. (html)
 - 6. 20.03.2017 HATEOAS, Scalability, Description (html)
 - 7. 27.03.2017 Atom and AtomPub (html)
 - 8. 03.04.2017 Accessing and Utilizing Services (html)
 - 9. 10.04.2017 OAuth and OpenID (html)
 - 10. 17.04.2017 Easters
 - 11. 24.04.2017 Protocols for the Realtime Web (html)
 - 12. 02.05.2017 Cloud Architectures (html)

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Organization of Practicals

- Work alone, you can collaborate
- Practicals every second week
- Number of sessions: 6-7, 5 major tasks
 - 1. Introduction, Apps Script (JavaScript)
 - 2. Mashups
 - 3. A RESTful service development, consumption
 - 4. Atom, HATEOAS, Scalability
 - 5. Microformats, Microdata, RDFa
 - 6. OAuth, Realtime Web
- Plus a number of tasks to complete at home
- All textual/design diagrams results in the wiki
 - → https://edux.fit.cvut.cz/courses/MI-W20/

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Assessment

- Labs
 - Presence is mandatory
 - → You can miss up to 1 lab without sending regrets
 - Total maximal points: p_p=40
 - → exercises for labs + your activity + your homeworks
 - **to pass:** p_p \geq 20

• Final exam

- Mandatory written test: 3 parts, ~1 hour
 - \rightarrow each gives you a max. of 20 points, the total $p_{-1} = 60$ points
 - → you must have at least 50% of points from each theme covered by a test part and 50% of points in total
- Final score:
 - $\rightarrow p_p + p_t = 100 \ maximum \ points$
 - → The more points you have from labs, the better for the exam!

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Assessment – Final Marks

Mark	Points	In words	
Α	100-90	výborně	
В	89-80	velmi dobře	
С	79–70	dobře	
D	69-60	uspokojivě	
Е	59-50	dostatečně	
F	49-0	nedostatečně	

Source: http://www.cvut.cz/pracoviste/pravni-odbor/dokumenty/studijnipredpisy/studijnirad.pdf

- Everything good and bad will count
 - practicals, coding, (pro-)activity, passiveness, hacking, lectures, exam, cheating, ...

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Resources

• Online sources

- https://edux.fit.cvut.cz/courses/MI-W20/ EDUX
- https://project.fit.cvut.cz/ Your project (svn)
- slides

 $http://humla.vitvar.com/slides/w20/lecture{X}.(html|pdf),\\ where X is the lecture number$

Books

- G. Vossen, S. Hagermann: Unleashing Web 2.0: from concepts to creativity, Elsevier/Morgan Kaufmann, 2007, ISBN 9780123740342. (→ Web 2.0 Concepts)
- L. Richardson, S. Ruby: RESTful Web Services: Web services for the real world, O'Reilly Media, May 2007, ISBN 9780596529260.

Other

- Many sources on the Web, to be listed throughout the course
- A lot of W3C sources, Web architecture, HTTP

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About Slides • Humla – Open Source HTML5 Presentation Environment - every slide has a unique URL

- all figures linked with Google drawings
- possible to format and print in PDF
- running local, with back-end NodeJS support, and offline
- Fork it at Humla github repo

Keys

- default browsing mode
- slideshow mode (automatically scales to full screen)
- 3 grid (overview) mode
- 4 print mode, 2 slides per page
- ← slide left
- → slide right
- d debug mode