Web 2.0 Motivation and Course Overview

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Overview

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

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
 - \rightarrow server-side asynchronous I/O, node.js
 - It does not mean you cannot combine technologies
 - → Node.js as a Web server, ESB for proxy services with back-end systems, all running in a cloud environment (auto scaling, load balancers, message queues, etc.)

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Scope

- Cloud Architectures
 - Details of some IaaS and PaaS services
- Microservice Architecture
 - Principles
 - Containers
 - Docker, Kubernetes
- Advanced REST
 - Same origin policy, cross-origin
 - OAuth, Open ID, JWT
- Annotations
 - Microdata, RDF

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Organization of Lectures

- 13 Lectures
 - Czech: Mon 9:15-10:45, T9:111
 - English: TBA
- Plan
 - 1. 18.02.2019 Motivation and Course Overview (html)
 - 2. 18.02.2019 Introduction to JavaScript (html)
 - 3. 25.02.2019 Cloud Computing IaaS
 - 4. 04.03.2019 Microservice Architecture Docker, PaaS
 - 5. 11.03.2019 Reserve (Cloud Computing)
 - 6. 18.03.2019 Accessing and Utilizing Services
 - 7. 25.03.2019 Security
 - 8. 01.04.2019 Protocols for the Realtime Web
 - 9. 08.04.2019 HTTP/2
 - 10. 15.04.2019 Blockchain Hyperledger Fabric
 - 11. 22.04.2019 Easters
 - 12. 29.04.2019 Reserve (Blockchain)
 - 13. 06.05.2019 Annotations
 - 14. 13.05.2019 Reserve (Annotations)

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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, JavaScript/AppScript
 - 2. TBD
 - 3. CORS/JSONP
 - 4. OAuth (JWT)
 - 5. Realtime Web
 - 6. Annotations
- Plus a number of tasks to complete at home

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Assessment

- Labs
 - Presence is mandatory
 - → You can miss up to 1 lab without sending regrets
 - Total maximal points: $p_p=40$
 - \rightarrow 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 t = 60 points
 - \rightarrow you must have at least 50% of points from each theme covered by a test part and 50% of points in total
 - Final score:
 - $\rightarrow p_p + p_t = 100 \text{ maximum points}$
 - \rightarrow 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
E	59–50	dostatečně
F	49–0	nedostatečně

Source: http://www.cvut.cz/pracoviste/pravniodbor/dokumenty/studijni-predpisy/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 home
- http://w20.vitvar.com both html and pdf (1 and 2 slides per page)

Books

- L. Richardson, M. Amundsen: RESTful Web APIs, O'Reilly Media, May 2015, ISBN 978-1-449-35806-8.

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
 - e toggle last error messages on/off

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