

University: Alexandria
Faculty: Science
Program: Computer Science

Form no. (12)
Course Specification

1- Course Data

Course Code: CS 308	Course Title: <i>Software Engineering for Web Applications</i>	Academic Year/Level: Third level (First semester)
Specialization: Computer Science	No. of Instructional Units: Lecture <input type="text" value="2"/> Lab <input type="text" value="1"/>	

2- Course Aim	<ul style="list-style-type: none"> • This course is designed to encourage in students a sense of interest for Web design and its application in different contexts • Provide a solid foundation in the major areas of Web application • Provide education and training of high quality in Web application
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3- Intended Learning Outcome

a- Knowledge and Understanding	a1. Describe the main concepts, definitions of Web design engineering a2. Review theories and concepts used in software engineering a3. Identify an understanding of the contribution and impacts of Web design in scientific, social, economic, environmental, political and cultural terms. a4. The web interface and web engineering a5. The web testing for all web Software a6. The different types of design eningeering
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b- Intellectual Skills	<p>b1. Manipulate and apply appropriate theories, principles and concepts relevant to Web design</p> <p>b2. Critically assess and evaluate the literature within the field of Web application</p> <p>b3 Deduce and interpret information from a variety of sources relevant to Web design</p>
c- Professional Skills	<p>c1. Plan, design and execute practical activities using techniques and procedures Appropriate to Web engineering</p> <p>c2. Execute a piece of independent research using web Software, computer media and techniques;.</p>
d- General Skills	<p>d1. Develop appropriate effective written and oral communication skills relevant to the specific course of web Software Design</p> <p>d2. Demonstrate the ability to work effectively as part of a group</p> <p>d3. Solve problems relevant to Web application using ideas and techniques some of which are at the forefront of the discipline.</p> <p>d4. Solve problems relevant to applications in real life in computer science using web Software and design some of which are at the forefront of the discipline;</p>
4- Course Content	<ul style="list-style-type: none"> • Principles of web-based applications, • Summary HTTP as an application layer protocol, • MIME types server side programming including CGI, • Server-side scripts and java server applets, • Client side programming including javascript and java applets, • Principles of data management, • Web-based data management concurrency, • Unpredictable load, • Security risks, • Wide-area distributed computing, • Web services.

5- Teaching and Learning Methods	Lecturers – Home works - Oral discussion - Quizzes
6- Teaching and Learning Methods for Students with Special Needs	NONE
7- Student Assessment:	
a- Procedures used:	Lecturers – tutorials- homework – oral discussion - Quizzes
b- Schedule:	Mid-Term exam... Week 10 Final exam Week 17
c- Weighing of Assessment:	Term work (exam + home works) 20% Oral exam 10% Final exam 70%
8- List of References:	Object oriented and classical software engineering, schach, 2002
a- Course Notes	Course notes provided by the Faculty member of Computer Science Division, Math department, to be handled at the beginning of the semester.

b- Required Books (Textbooks)	
c- Recommended Books	
d- Periodicals, Web Sites, ..., etc.	

Course Instructor: Dr. Yasser Fouad

Head of Department: Prof. Dr. Mahmoud El-Alem.

Date: 1/10/2011