

Client Server Computing PG – 6693

Unit Outline 2009

Faculty of Information Sciences and Engineering

University of Canberra

*Australian Government Higher Education (CRICOS)
Registered Provider number: #00212K*

1g Name of Unit Moderator and contact details (including telephone and email)

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2: Academic Content

2a Unit description and learning outcomes

Unit Description

The unit introduces the power, advantages and complex issues of client-server computing. The evolution of the computing environment, standards and open systems, client and server platform specialization, client-server communication in local and wide area networks and major communication protocols are used as a foundation. Such major issues as distribution of presentation, applications, data and databases, software distribution concepts and security.

Learning outcomes

On successful completion of the unit, students will be familiar with several architectural models for client server systems and be able to choose among them. They will be familiar with socket level programming and with designing and building client server systems to run across a range of platforms. They will have good understanding of such issues as security and maintainability.

Graduate attributes:

Graduates are expected to be able to:

- identify problems and analyse the main features of problems relevant to their professional field;
- apply appropriate problem solving processes, arguments, critical and creative thinking;
- implement and evaluate strategies for the resolution of problems;
- anticipate and define new problems; and
- identify and resolve new problems in new fields.

- Business Data Communications, 6/E
Prentice Hall Publishers, 2009

(b) Since this is an advanced level course, the study material will be drawn from several texts and online resources. Hence there are recommended texts and no prescribed text as such. Additional references given below serve as good background readings.

Reference Books:

- Client Server Survival Guide, Third Edition
Robert Orfali, Dan Harkey and Jeri Edwards
John Wiley, 1999.
- Java, How to Program,
Second Edition, Deitel and Deitel Series.
- Visual C# 2005 How to Program,
Second Edition, Deitel and Deitel Series.
- Stevens David .et al, Internetworking with TCP/IP Vol.III, Client-Server
Programming and Applications- --BSD Socket Version, 2nd Edition, Prentice-Hall
(1996)
- Umar Amjad, Distributed Computing and Client-Server Systems, Prentice-Hall
(1993)
- Umar Amjad, Object-Oriented Client/Server Internet Environments, Prentice-Hall
(1997)
- Renaud P.E., Introduction to Client/Server Systems, Wiley (1993)

4b Materials and equipment

Nil

4c Unit website

The unit will be administered through UOnline Learning System, Moodle.

Moodle link: <https://learning.canberra.edu.au/>

<h2>5: Assessment</h2>

5a Assessment overview

Subject to meeting the above requirements, your grade in this unit will depend on the overall mark (OM). This is calculated from the exams mark (EM) - weighting 50% - and the assignments mark (AM) - weighting 50%, and the assignment mark (AM) = (Assignment 1 mark + Assignment 2 mark) are converted to 100%. The overall grade for the unit is then calculated as $OM = \min(EM, AM)$.

Grade (Based on OM)	Percentage Marks in each of the Exams (EM) Assignment (AM) components
HD	EM in the range ≥ 85 & AM ≥ 85
DI	EM in the range ≥ 75 & AM ≥ 75
CR	EM in the range ≥ 65 & AM ≥ 65
P	EM in the range ≥ 50 & AM ≥ 50
NX	EM in the range < 50 OR AM < 50

5d Supplementary assessment

To be eligible to undertake supplementary assessment in a unit, a student must:

- be enrolled in their final semester of study;
- have failed a single unit, with a final mark between 45-49% in the unit;
- have passed all other units undertaken in that semester.

The failed unit must be the final unit required to complete the academic requirements of their course.

5e Text-matching software

Students may be required to submit text-based assignments electronically to be checked for matching text. If so, instructions on how to do this and information about the process will be made available in conjunction with the first of any such assessment items.

6: Student Responsibility

6a Workload

The amount of time you will need to spend on study in this Unit will depend on a number of factors including your prior knowledge, learning skill level and learning style. Nevertheless, in planning your time commitments you should note that for a 3cp Unit the total notional workload over the fifteen week semester is assumed to be 150 hours or an average of 10 hours per week. These hours include time spent in classes. The total workload for Units of different credit point value should vary proportionally. For example, for a 6cp Unit the total notional workload over a fifteen week semester is assumed to be 300 hours or an average of 20 hours per week.