WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Advanced Web Applications Development

COURSE NUMBER: WIS 320

All courses are open to students from all colleges. Only where a course is preceded by an introduction course is there a need to observe a prerequisite. However, students might benefit from prior knowledge on some of the courses, and this is given as the content found in your course catalogue by course code.

I. MAJOR INSTRUCTIONAL GOALS:

During this course, students should improve their understanding of:

GOAL #1: Demonstrate comprehension of Java web applications.
Learning Outcomes - The student will:
A. Be able to define terms and concepts associated with Java web applications.
B. Be able to build dynamic web applications with Java servlets and JSP.
C. Be able to connect to a database with JDBC to retrieve, update, insert, or delete data via a web application.

GOAL #2: Demonstrate comprehension of client-side scripting with JavaScript.
Learning Outcomes - The student will:
A. Be able to define terms and concepts associated with client-side scripting.
B. Understand the syntax and structure of the JavaScript language.
C. Understand the Document Object Model (DOM); be able to programmatically access and manipulate the contents of a web page using JavaScript.

GOAL #3: Demonstrate comprehension of security in Java web applications.
Learning Outcomes - The student will:
A. Be able to define terms and concepts associated with web application security.
B. Understand authentication models in a Java web application; be able to construct and deploy a secure, multi-user application.
C. Understand and avoid common vulnerabilities exposed by a multi-tier, web database application.

GOAL #4: Demonstrate comprehension of Java web architectures.
Learning Outcomes - The student will:
A. Be able to define terms and concepts associated with web architectures.
B. Understand and employ the Model-View-Controller architecture.
C. Understand the use of application frameworks.
D. Understand the packaging and deployment of Java web applications.

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.
Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.