

## COMP 722 E-commerce (3 credit hours) Fall 2007

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Office Hours: Office hours: MWF: 1:00-2:00, 3:00-4:30; TR: 1:00-2:15; and by arrangement

### *Required Texts*

Class notes, available on the class Blackboard page, are required reading.

Laudon, K.C. and Traver, C.G. (2<sup>nd</sup> ed.). *E-commerce: Business, Technology, Society*. Boston: Addison-Wesley, 2003.

### *Description*

The course covers the computer science and technology that enable e-commerce and the business concepts needed to understand e-commerce. Topics include e-commerce business models, HTML and CSS, client-side and server-side scripting, XML, Web Services, and the Semantic Web.

### *Grading*

*Programming Assignments:* 20 % of the course grade

*Written Assignments* on material in the text: 10% of the course grade

*2 Quizzes:* 10% of the course grade (divided evenly)

These will be brief, c. 20 min., and will test your grasp of the fundamentals just covered.

*2 Exams:* 32 % of the course grade (divided evenly)

*Final:* 28 % of the course grade

### *Exam Policies*

Exams and quizzes are open-book. Make-up exams will be allowed only if you arrange with me before the exam.

### *Late Submission of Assignments*

10% per class period will be deducted for assignments submitted after they are due.

### *Grade Ranges*

A: 85-100% B: 73-84% C: 60-72% D: 50-59% F: 0-49%

### **Measurable Outcomes**

- Code HTML, CSS, JavaScript, PHP, XML, DTDs, and XML schemas.
- Use ODBC, cookies, the DOM APIs, and Web services.
- Understand client-server computing in a Web context as well as the HTTP protocol and the Semantic Web.
- Understand the business aspects of e-commerce, including the relevant business models.

On completing this course, the student should be able to produce professional Web pages and Web sites and to deal intelligently with the business concepts behind e-commerce.

**Cheating:** Cheating covers any case in which a student has received unauthorized aid in his/her performance that contributes to a course grade or submits material contributing to a course grade with the intent to deceive the instructor or grader. If the unauthorized aid includes help from another student, then that student is considered to have cheated as well.

If a student cheats on lab work or a homework assignment, then he/she will receive a grade of zero (a grade of F) for that item as will anyone assisting him/her in an unauthorized way. If a student cheats on an exam or final, he/she will receive a failing grade for the class. All cases of cheating will be reported to the Director of Undergraduate Studies. When a student cheats for the second or more time in any Computer Science class, he/she will receive an F in the class in which the most recent case occurred and will be referred to the University authorities for disciplinary action.

**COMP 722 E-commerce Fall 2007 Schedule of Topics**

<b>Week</b>	<b>Dates</b>	<b>Text Sections</b>	<b>Course Notes Topics (Parts)</b>
1	Aug. 20, 22, 24	1.1-1.2	Introduction, HTML, CSS (1-3)
2	Aug. 27, 29, 31	1.3-2.3	JavaScript (3-6)
3	(Labor Day) Sept. 5, 7	2.4-3.2	JavaScript, Document Object Model (DOM) (7-9)
4	Sept. 10, 12, 14	3.3-3.7	PHP
5	Sept. 17, 19, 21	4.1-4.3	PHP
6	Sept. 24, 26, 28	4.4-5.2	PHP
7	Oct. 1, 3, 5	5.3-5.6	Forms, HTTP
8	(Fall Break) Oct. 10, 12	6.1-6.3	Server-side scripting
9	Oct 15, 17, 19	6.5-6.6	Cookies and Sessions, ODBC
10	Oct. 22, 24, 26	7.1-7.2	XML
11	Oct. 29, 31, Nov. 2	7.3, 8.1	DTDs, Schemas
12	Nov. 5, 7, 9	8.2, 9.1-9.2	DOM
13	Nov. 12, 14, 16	9.3-9.7	Web Services
14	Nov. 19 (Thanksgiving)	10.1-10.2, 11.1	Semantic Web
15	Nov. 26, 28, 30	12.1, 13.1-13.2	Catch up
16	Dec. 3, 5	Catch up	Catch up

**Schedule of Quizzes and Exams**

Quiz 1	Monday, Sept. 10
Quiz 2	Monday, Oct. 1
Exam 1	Friday, Oct. 12
Exam 2	Monday, Nov. 19
Final	Tuesday, Dec. 11, 10:30–12:30