

COAP 3110 INTERACTIVE SITE DEVELOPMENT

<http://wwwai.wu-wien.ac.at/~hahsler/webster/COAP3110/>

Instructor Michael Hahsler
Tel. 31336/6081
0699 100 00 598
E-mail: hahsler@ai.wu-wien.ac.at

1

Contents

- Course description
- The project
- The software development process and the deliverables
- Team building
- Notation for the analysis

2

COURSE DESCRIPTION

- Introduction to .NET framework for Web sites with dynamic information from databases.
- Tools: Microsoft's ASP.NET Web Matrix
- Conduct a real world project in a team. It involves analysis, design, programming as well as a professional presentation of the project results.

3

INCOMING COMPETENCY

- Knowledge of Web page development (HTML, Flash)
- Understand databases (entity-relationship diagrams, SQL)
- General programming knowledge (C++, Java, Javascript, Visual Basic, C#)
- General design methodologies (UML, waterfall model, spiral model, ER-diagrams)

4

COURSE SCHEDULE

Week 1	Introduction to the Project & Team Building
Week 2	Short Introduction to the used Development Tools <i>The problem statement and analysis document is due (description of what problem the developed system will solve)</i>
Week 3	Working on the Project <i>Design document is due (database, needed static and dynamic pages, other needs)</i>
Week 4	Working on the Project

5

COURSE SCHEDULE

Week 5	Working on the Project <i>First prototype has to be presented</i>
Week 6	Working on the Project Prototype review
Week 7	Working on the Project Prototype review
Week 8	Project Presentation <i>Presentation to the "customer". Students should use professionally prepared slides using a presentation package, e.g. PowerPoint.</i>

6

PROJECT PRESENTATION

- The projects will be presented to the "customers" in week 8.
- The customers will decide which team wins based on the **professional presentation, the documentation and the prototype.**

7

COURSE REQUIREMENTS

	% of grade
1) Class Participation	10
2) Analysis Document	20
3) Design Document	20
4) Prototype Implementation & Documentation	40
5) Presentation	10

8

The Project: **The Webster Student Portal**

Problem: In a university students and teachers need to communicate with each other (for class and private reasons). Furthermore each person needs to organize his schedule (classes, assignments, tests,.....)

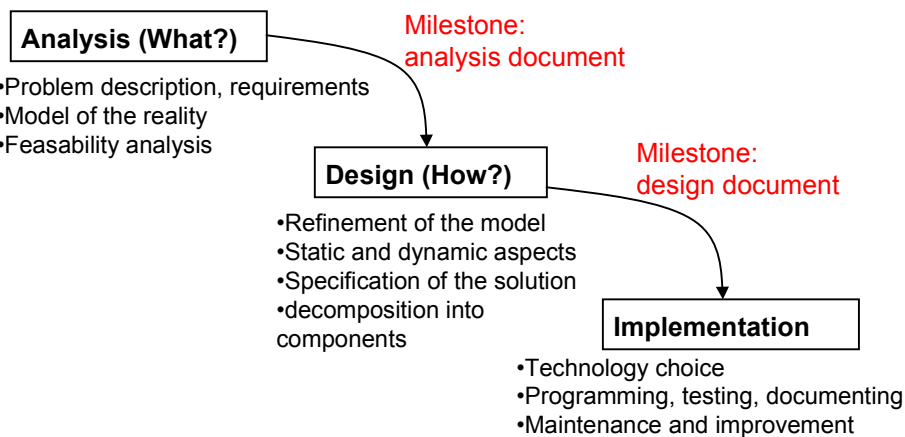
Requirements:

- Communication: between students (private or for a class), between lecturer and student(s) (mostly for class)
- Calendar for students and lecturers with automatic notification of deadlines
- A automatic home page for each classes with basic information
- + more

9

The Software Development Process

The Waterfall Model



10

Analysis Document

- **Management Summary**

This is done last and is a very short summary of the most important aspects of this document. Max. ½ page

- **Problem Statement**

What is the problem the system will/has to solve. About 1-3 pages

- **Overall Concept**

Who are the users of the system, what do they do with the system? Describe each case.

What will be the purpose of the database? What has it to store?

11

Design Document

- **Management Summary**

This is done last and is a very short summary of the most important aspects of this document. Max. ½ page

- **Site Design**

How does the System solve the problem?

What static/dynamic HTML-pages and forms do you need? Short description of each page. Order in which the pages are used. Structure of the site.

- **Data Modeling**

Entity Relationship Diagram, Tables

12

Final Documentation

- **Management Summary**
- **Analysis Document**
- **Design Document**
- **Implementation Notes / Installation Guide**

SQL-statements.

Directory structure.

What do you need to do to make the project work?

- **Manual**

How to operate the system.

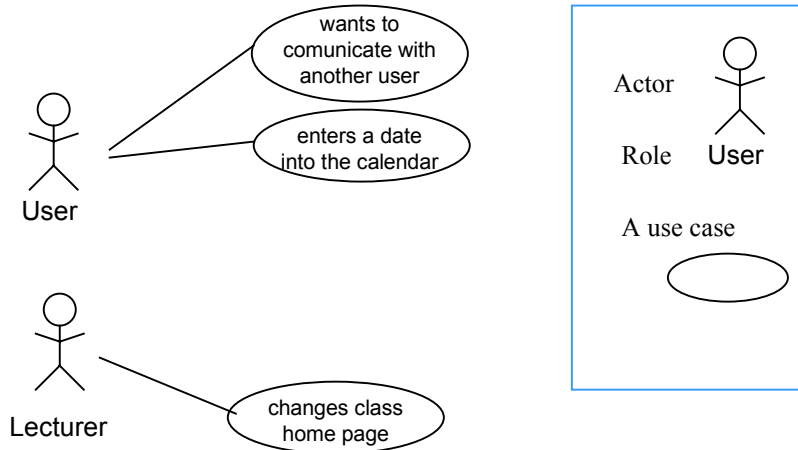
13

TEAMS

- Teams with 2-3 students (knowledge: DB, HTML, graphics, FLASH,...)
- Grading
 - Every student has to understand the whole project (analysis, design)
 - Every student has to contribute to the project (I need a list of the contributions to to project)

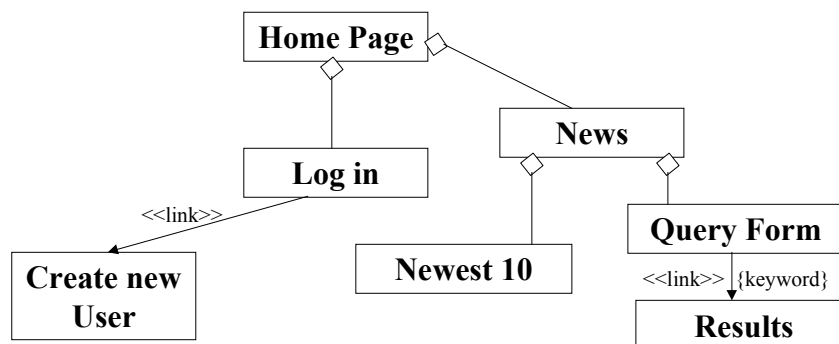
14

Modeling Techniques: UML Use Case



15

Modeling Techniques: UML Class D.



16