CS632 Client/Server Computing -- Bryan Higgs

Fall 2004

Syllabus

Office Hours: M, T, W, 2pm – 5pm
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Brief Course Description:
This course is an examination of the technical basis of client/server computing from the standpoint of both the operating system and the distributed application. It will include a look at LAN architectures and internal communications structures supporting the client/server model. The X Window System and relational database management systems are examples of systems that may be examined as examples of client/server implementations.

Prerequisites:
- CS250: Data Structures and Abstraction
- CS553: Introduction to Networking Technologies

Required Text:

Course Objectives:
To familiarize each student with the concepts, languages, and technical skills of client/server systems.

Classroom Policies:
Students are expected to attend and participate in all classes. Attendance is taken at the beginning of each class. Notice to the instructor in advance of any anticipated absence is expected whenever possible. It is the student’s responsibility to make up any material missed as a result of any absence.

Course Requirements and Grading Policies:
Students will be evaluated based on assignments, a midterm, and a final examination. All tests/examinations are open book.
Assignments: 80%, Midterm: 10%, Final: 10%

Teaching Strategies:
Lecture format, built around the textbook, the course web site, and other resources, with numerous examples chosen to illustrate the concepts. Questions and discussion are strongly encouraged.

Material Covered:
- Introduction
- Client/Server Building Blocks
- Network Stacks, and Protocols
- Client, Servers, and Operating Systems
- Base Middleware
- SQL Database Servers
- SQL Middleware
- Data Warehousing, Data Marts, OLAP and Data Mining
- Transactions
- Distributed Objects
- Web Services