Assignments 1 & 2: Expectations

Michael B. Spring
Information Science and Technology
University of Pittsburgh
spring@imap.pitt.edu
http://www.sis.pitt.edu/~spring

January 22, 2018 E-Business

General

• In general programming assignments in this class will be based on code provided by the instructor
• Sometimes the code examples will be crude prototypes that need to be refined
• Sometimes the code examples will be examples which you will build into equivalent applications

Assignment 1: JSON

• The JSON assignment begins with the assumption that you will create:
  – An HTML or JSP page that will generate an AJAX request and handle the response.
  – An optional CSS script that will demonstrate high quality CSS coding
  – The Javascript needed to generate and handle the AJAX request
  – A servlet to process the request and form a response
Assignment 1: JSON

- Do not use JQuery, DOJO, or any other wrapper
- Use servlets on the server side
- Use JSON objects in Java
- Make sure to comment your code
- Make sure to comment code that is not yours

Assignment 1: JSON

- Beyond the basics, credit is given for:
  - Creating some real functionality by the servlet – potentially using a DBMS or such.
  - Advanced DOM handling of responses – beyond innerHTML
  - A system of servlets that provide some sophisticated function – e.g. a help chat – monitor login and wait; client send and activate; cross form fillin – zip code to state and city, etc

Assignment 2: Android

- Your second assignment will be based on a series of android apps provided by the instructor.
- You should create an application equivalent in complexity to the maps app provided by the instructor.
- Your app should have:
  - 1 or more activities – e.g. three simple or one complex at a minimum.
  - Some server side component, either a mashup like google maps, or a servlet that processes data sent by the app