

COURSE IMPLEMENTATION DATE:	<u>September 1997</u>
COURSE REVISED IMPLEMENTATION DATE:	<u>September 2009</u>
COURSE TO BE REVIEWED:	<u>February 2012</u>
<i>(four years after UPAC approval)</i>	<i>(month, year)</i>

**OFFICIAL UNDERGRADUATE COURSE OUTLINE INFORMATION**

Students are advised to keep course outlines in personal files for future use.

Shaded headings are subject to change at the discretion of the department – see course syllabus available from instructor

CIS 280	CIS	4
COURSE NAME/NUMBER	FACULTY/DEPARTMENT	UCFV CREDITS
<b>Client/Server Programming</b>		
COURSE DESCRIPTIVE TITLE		

**CALENDAR DESCRIPTION:**

This course examines the development of connectivity solutions for Client/Server systems. Topics include servers versus clients, SQL-based database systems, transactions, middleware, and communication between clients and servers. A major team-based programming project will be developed and presented by the students at the end of term.

PREREQUISITES: COMP 155 with C+ or better  
 COREQUISITES:  
 PRE or COREQUISITES: CIS 230, CIS 270

**SYNONYMOUS COURSE(S):**

- (a) Replaces: CIS 240  
 (b) Cross-listed with: \_\_\_\_\_  
 (c) Cannot take: CIS 240 for further credit.

**SERVICE COURSE TO:** *(department/program)*
**TOTAL HOURS PER TERM:** 60
**STRUCTURE OF HOURS:**

Lectures: 45 Hrs  
 Seminar: \_\_\_\_\_ Hrs  
 Laboratory: 15 Hrs  
 Field experience: \_\_\_\_\_ Hrs  
 Student directed learning: \_\_\_\_\_ Hrs  
 Other (specify): \_\_\_\_\_ Hrs

**TRAINING DAY-BASED INSTRUCTION:**

Length of course: \_\_\_\_\_

Hours per day: \_\_\_\_\_

**OTHER:**

 Maximum enrolment: 35

 Expected frequency of course offerings: Once a year  
*(every semester, annually, every other year, etc.)*
**WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only)**
 Yes  No

**WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department)**
 Yes  No

**TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE:**
 Yes  No

 Course designer(s): Gary Ridsdale

 Department Head: Ora Steyn

 Date approved: January 18, 2008

Supporting area consultation (UPACA1)

 Date of meeting: February 1, 2008

 Curriculum Committee chair: Edward Lo

 Date approved: January 17, 2008

 Dean/Associate VP: Ian McAskill

 Date approved: January 23, 2008

Undergraduate Program Advisory Committee (UPAC) approval

 Date of meeting: February 29, 2008

**LEARNING OUTCOMES:**

Upon successful completion of this course, students will be able to:

- Identify how real-world databases are constructed and accessed and how transactions can be generated using Java programming.
- Evaluate the management and dynamics of group projects.

**METHODS:** (Guest lecturers, presentations, online instruction, field trips, etc.)

CIS 280 is a hands-on lab course where practical experience with visual tools and database techniques are developed.

**METHODS OF OBTAINING PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):**

Examination(s)                       Portfolio assessment                       Interview(s)

Other (specify):

PLAR cannot be awarded for this course for the following reason(s):

**TEXTBOOKS, REFERENCES, MATERIALS:**

[Textbook selection varies by instructor. An example of texts for this course might be:]

None

**SUPPLIES / MATERIALS:**

None

**STUDENT EVALUATION:**

[An example of student evaluation for this course might be:]

Written or programming assignment every other lab period

- worth 15% of final grade
- each due two weeks after it is given

Midterm in November

- worth 10%

Final in usual Finals week

- worth 25%

Programming project

- due at the end of term
- group-oriented
- worth 50% including code, documentation, and presentation

Peer evaluation may be employed in grading a group-based term project.

**COURSE CONTENT:**

[Course content varies by instructor. An example of course content might be:]

Topics include:

- Servers and clients
- How real-world databases are constructed and accessed
- Transactions
- Middleware
- Java programming for networks
- The SQL language: the *lingua franca* of client-server systems
- Communication between clients and servers
- Distributed objects
- Client/Server and the Internet