

Course title	E-Business Concepts and Technologies
Instructor	Lech Madeyski DSc, PhD
Office	Building B4 room 415
Prerequisites	Ability to read and write in English, programming in Java or permission of the instructor
Course forms	<ul style="list-style-type: none"> <li>- Lectures</li> <li>- Laboratories</li> </ul>
Primary course objective	To develop a vision of a novel e-commerce website / web application, to setup software development infrastructure, to develop a set of prioritized and estimated user stories, and to prepare a skeleton implementation of the web application or tutorial about novel web frameworks.
Lectures	<p>Issues to be risen during lectures:</p> <ul style="list-style-type: none"> <li>- E-Commerce business and how to get it right</li> <li>- Selected technologies and tools to develop E-Commerce/E-Business web applications</li> <li>- Agile software development (XP) – useful during development of E-Commerce applications.</li> </ul> <p>Written test (1<sup>st</sup> term: the last but one lecture, 2<sup>nd</sup> term: the last lecture). Written test (minimum 50% of points is required to pass). You do not have to pass laboratories to write a test.</p> <p>Grading:</p> <p>5.5 min.95% of points 5.0 min.90% of points 4.5 min.80% of points 4.0 min.70% of points 3.5 min.60% of points 3.0 min.50% of points 2.0 less than 50% of points</p> <p>Additional 60 min. lecture presentations of CMSs, web application frameworks, testing and development tools allows to gain additional 0..5% of points per presentation (this is considered to be a parallel activity to Alternative 2 described below).</p>
Laboratories (you may work in groups max. 4 persons)	<ol style="list-style-type: none"> <li>1. Intro, BHP</li> <li>2. Brainstorming and a preliminary version of project vision, infrastructure and technological stack setup.</li> <li>3. Project vision incl. thorough comparison with existing e-commerce solutions (0..2 points) – oral discussion of strengths of the proposed project /weaknesses of the existing solutions in front of peers. Infrastructure and technological stack setup (0..2 points).</li> <li>4. Reconsidered project vision (0..,2 point), user stories – a preliminary set incl. business value and estimations (0..2 points).</li> <li>5–7. Alternative 1: Development of the proposed web application – release 1 (0..4 points)   Alternative 2: Choose one of the web frameworks proposed by instructor (e.g. Spring, Grails, Wicket,</li> </ol>

	<p>GWT, Spring Roo, Rails), prepare tutorial how to use the framework and conduct 60 min. lecture presentation (0...4 points) 8–10. Alternative 1: Development of the proposed web application – release 2 (0...4 points)   Alternative 2: Choose another web framework from those proposed by instructor or programming/testing tool, prepare tutorial how to use it and conduct 60 min. lecture presentation (0...4 points)</p> <p>Grading:</p> <ul style="list-style-type: none"><li>5.5 =16 points</li><li>5.0 &gt;=15 points</li><li>4.5 &gt;=13 points</li><li>4.0 &gt;=11 points</li><li>3.5 &gt;=9 points</li><li>3.0 &gt;=7 points</li><li>2.0 &lt;7 points</li></ul> <p>Points (and grades) based on business value, inventiveness (how novel is your proposal), thoroughness, cohesion and maturity of deliverables. Default schedule and topics may be changed by the instructor.</p> <p>You may leave max.2 laboratories (3 in case of serious illness) to pass laboratories.</p> <p>All deliverables should be committed to Subversion (SVN) repository.</p>
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