

| الجمهورية العربية السورية |
|---------------------------|
| وزارة التعليم العالسي     |
| الحامعة الافتاضية السورية |

#### **Syrian Virtual University**

**Ministry of Higher Education** 

## Course Definition: Network Application Programming

#### 1- Basic Information:

| Course Name                           | Network Application Programming |
|---------------------------------------|---------------------------------|
| Course ID                             | NAP                             |
| Contact Hours (Registered Sessions)   | 24                              |
| Contact Hours (Synchronized Sessions) | 24                              |
| Mid Term Exam                         | -                               |
| Exam                                  | 2                               |
| Registered Sessions Work Load         | 24                              |
| Synchronized Session Work Load        | 24                              |
| Credit Hours                          | 3                               |

#### 2- Pre-Requisites:

| Course             | ID  |
|--------------------|-----|
| Programming 1      | CP1 |
| Programming 2      | CP2 |
| Operating System 1 | OS1 |
| Operating System 2 | OS2 |

#### 3- Course General Objectives:

This course introduces some of the techniques of network application programming, such as: Threads and their use in multithreading applications programming, the programming of client/server applications and related technologies and protocols, Remote Procedure Call (RPC), Remote Method Invocation (RMI), and webservices programming.

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## 4- Intended Learning Outcomes (ILO):

| Code  | Intended Learning Outcomes   |
|-------|--|
|       | Understanding the basic concepts of Threads and related technologies for multithreading applications         |
| ILO1  | programming, how they are built and handled programmatically, how to synchronize between these               |
|       | threads.   |
|       |  |
| ILO2  | Illustrates the basic concepts of server / client applications, technologies and associated protocols for    |
|       | programming different types of network applications.   |
| 11.02 | introduction of remote networking technologies (such as Remote Procedure Call (RPC), Remote                  |
| ILO3  | Method Invocation(RMI))  |
| ILO4  | Reviews the basic concepts of Web services and related technologies for programming multiple network         |
| ILU4  | applications and the use of Web services technologies to allow software reinvestment in distributed systems. |

#### 5- Course Syllabus (18 hours of total synchronized sessions)

RS: Recorded Sessions; SS: Synchronized Sessions;

| ILO  | Course Syllabus  | RS | SS | Туре        | Additional Notes |
|------|--|----|----|-------------|------------------|
| ILO1 | <ul> <li>Understanding the basic concepts of<br/>Threads and related technologies for<br/>multithreading applications<br/>programming</li> </ul> | 6  | 6  | assignments | Exercises        |
| ILO2 | <ul> <li>Illustrates the basic concepts of server         / client applications, technologies and associated protocols.     </li> </ul>          | 6  | 6  | assignments | Exercises        |
| ILO3 | <ul> <li>introduction of remote networking<br/>technologies (such as Remote<br/>Procedure Call (RPC), Remote Method</li> </ul>                   | 6  | 6  | assignments | Exercises        |

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|      | Invocation(RMI))  |   |   |             |           |
|------|---|---|---|-------------|-----------|
| ILO4 | Reviews the basic concepts of Web services and related technologies | 6 | 6 | assignments | Exercises |

#### 6- Assessment Criteria (Related to ILOs)

| ISC  | Interactive Synchronized Collaboration     | Ex | Exams Rpt Report |  |  | Reports |
|------|--|----|------------------|--|--|---------|
| PF2F | Presentations and Face-to-Face Assessments | PW | Practice Work    |  |  |         |

| ILO  |   |                  |          | Asse     | essment  | Туре |          |
|------|---|------------------|----------|----------|----------|------|----------|
| Code | ILO   | Intended Results | ISC      | PW       | Ex       | PF2F | Rpt      |
| ILO1 | <ol> <li>Thread States</li> <li>Thread Priorities and Scheduling</li> <li>Creating and Executing Threads</li> <li>Thread Synchronization</li> <li>Producer/Consumer Relationship without Thread Synchronization</li> <li>Producer/Consumer Relationship with Thread Synchronization</li> <li>Producer/Consumer Relationship:</li> </ol> |                  | <b>✓</b> | <b>√</b> | <b>✓</b> |      | <b>✓</b> |
|      | Circular Buffer  8. Multithreading in GUIs  |                  |          |          |          |      |          |
| ILO2 | <ol> <li>Connection-Oriented vs.         Connectionless Communication     </li> <li>Transmission Protocols</li> <li>Building TCP Server by using         Stream Sockets     </li> </ol>   |                  | <b>✓</b> | <b>✓</b> | <b>✓</b> |      | <b>✓</b> |

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|      | 4. | Building TCP Client by using         |          |          |          |          |
|------|----|--------------------------------------|----------|----------|----------|----------|
|      |    | Stream Sockets                       |          |          |          |          |
|      | 5. | Client/Server application using      |          |          |          |          |
|      |    | Stream Sockets                       |          |          |          |          |
|      | 6. | Connectionless Client/Server         |          |          |          |          |
|      |    | Interaction With Datagrams           |          |          |          |          |
|      | 7. | Multithreading Client/Server         |          |          |          |          |
|      |    | Application                          |          |          |          |          |
|      | 8. | WebBrowser                           |          |          |          |          |
|      | 9. | Remoting Networks                    |          |          |          |          |
|      |    |                                      |          |          |          |          |
|      | 1. | Web Services                         |          |          |          |          |
|      | 2. | Simple Object Access Protocol (SOAP) |          |          |          |          |
|      | 3. | Publishing and Consuming Web         |          |          |          |          |
| ILO3 |    | Services                             | <b>✓</b> | <b>✓</b> | <b>✓</b> | <b>✓</b> |
|      | 4. | Web Forms                            |          |          |          |          |
|      | 5. | User-Defined Types                   |          |          |          |          |
|      | 6. |                                      |          |          |          |          |
|      | 1  |                                      |          |          |          | 1        |

#### 7- Practice Tools:

| Tool Name |             | Description  |  |
|-----------|-------------|--|--|
| C++       | Programming | Aputo ol or application used to vurite a C. I. Brogram |  |
| Language  |             | Any tool or application used to write a C++ Program    |  |

#### 8- Main References

Book ."Network Application Programming" ،https://pedia.svuonline.org/course/view.php?id=226

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## 9- Additional References

 Ciubotaru, Bogdan, Muntean, Gabriet-Miro, "Advanced Network Programming – Principles and Techniques" 2013.