

CS193i Internet Technologies

The Course in a Nutshell

CS193i is a tour of Internet technologies for programmers. The course gives broad, practical coverage on the various technologies that make up the Internet. Topics include...

- Networking, TCP/IP, connections, sockets, and client/server structures.
- The World Wide Web, HTML, HTTP, and server side programming with CGI and servlets.
- Standards, network effects and inertia, spam, security and privacy.

We'll have programming projects on both the client and server side using basic Perl and Java.

Coverage

As we tour through the various Internet technologies, we'll look at the fundamentals of how each technology works, see how it fits into the overall scheme, and implement a non-trivial homework assignment. The course will not pursue extreme depth in any one area.

Prerequisites

The prerequisite for the course is moderate programming skill and a basic ability to get around Unix (described below). The basics of the Perl and Java languages will be explained in special sections, but the coverage is pretty quick, so students need a strong enough programming background to pick up the language material. Fortunately, Perl and Java are pretty simple languages.

CS193i students should have programming experience at the level of CS106B, CS106X – writing and debugging non-trivial programs. CS106A may be sufficient, but it's a little more of a reach. Students should also have a basic understanding of editing and managing files and running programs in the Unix environment because many of the projects will need to be tested on Unix in your Leland environment.

Credit/No-Credit Option

Students who are interested in the material but who do not necessarily have the programming background may want to take the course C/NC (i.e. credit/no-credit). Our goal is to make the course accessible for people with a general interest in the material.

Topics

TCP/IP

Understand basic networking and how TCP/IP provides a standards based network to interconnect computers.

Perl

A quick introduction to the Perl programming language. We will just use the basic parts of the language. There will be a one-time section to introduce Perl.

HTML/HTTP

Understand how HTML and HTTP work to build the Web.

Java

A quick introduction to the Java programming language. As with Perl, we will introduce the minimum necessary to write the programs we want.

HTTP Server programming

Understand how HTML forms and the CGI work together to build web applications.

HTTP Servlet programming

Understand Java servlets and JSPs — a more sophisticated structure for building web applications.

Miscellaneous Advanced

Depending on how things go, we'll look at some combination of: security, XML, Javascript, Java Thick Clients.

Course Staff

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Office Hours: TTh 4-6pm in Sweet Hall

Lecture

Where: McCullough 115

When: MW 4:15 - 6:05pm

Broadcast: Live on E3

Two additional lectures reviewing Perl and Java will be announced on the web page.

Electronic Materials — Course Web Page

All course materials will be available on our course page at

<http://www.stanford.edu/class/cs193i/>. The course page will include all manner of information of interest to CS193i, including assorted links and FAQs for the assignments, office hours, links mentioned in lecture, and so on. Handouts should appear on the course page before lecture.

Paper Handouts

In the interest of preserving the Earth's supply of trees, we will not be making paper handouts for this course. If you wish to print out your own handouts, feel free to do so. We recommend printing 2-up, if you can read it. Otherwise, you can read it online with any free PDF reader such as Adobe Reader.

Books

There is not a specific required textbook for the class. In fact, no good book exists that covers all of our topics. We will have class handouts and free online materials to provide basic coverage for each topic. That does not mean that books are not useful, they are just not required. The book *Core Web Programming*, below, does a good job for a large number of our topics, so it is recommended.

Core Web Programming, 2nd ed, 2001, by Marty Hall and Larry Brown. Introduces the Java language, HTML, HTTP, Servlets and JSPs -- essentially covers 75% of our material.

I have also listed other books of interest, although these contain more detail than we will need for our projects...

CGI Programming with Perl, 2nd ed, by Scott Guelich, O'Reilly. A classic text on CGI programming with Perl.

Just Java, 5th ed, 2001, by Peter van der Linden, Prentice Hall. Programmer's introduction to Java. There are many fine books on Java, but I think this is a good one for people with some programming background.

Core Servlets and JSPs, by Marty Hall, 2nd Edition, Prentice Hall. Good coverage of Java servlets and JSPs, which are our last two topics. Does not teach Java. A free online version of the first edition is available at <http://pdf.coreservlets.com/>.

Email Questions

We'll maintain a universal e-mail question queue at **cs193i-sum0304-staff@lists.stanford.edu**. If a question is common enough, we'll add it to the FAQ list on the course page. If your question is going to require stepping through code, looking at variables, etc...please bring it to office hours so someone can look at it properly. When framing your question, you can try to articulate what you are trying to do, what you have tried, and what you think is going wrong. Short, specific questions work well by email. More involved questions work best by coming to office hours, or calling during office hours so at least there's a dialog.

A newsgroup has been created for student use. You can use the newsgroup to find partners or share information that does not violate the honor code. Please note that we will not be answering questions posted to the newsgroup.

Grading

The grading in the class is divided between four homework projects during the quarter (50%), four mini lab assignments (5%), a midterm exam (10%), a final exam (30%), and class participation (5%). Note: SCPD students' grades will be scaled to not include class participation. SCPD students may take the exams on campus or at their site. A passing grade on the final exam is required to pass the class. Students will work in teams of one or two for the homework projects and lab assignments.

Computers

The assignments will require using a Stanford leland account. For the most part, the assignments will use platform agnostics components — Perl, CGI, Java. Where possible, we will allow you to develop your projects on the platform of your choice, but we'll have you move it to leland for final testing and submission. If you do not have a leland account, you need to get one — please see <http://www.stanford.edu/services/sunetid/>. SCPD students should contact SCPD if they have additional questions.

Late Submissions

Instead of having to ask for extensions on a catastrophe by catastrophe basis, everyone gets three calendar “late days” to extend the due dates of any of the assignments. Late days will be measured in straight calendar days with no distinction for weekends or holidays. All homework deadlines will be at 12:00 am Pacific time.

These late days are intended to deal with the ordinary events of student life, both frivolous and serious: 2 midterms that day, inadvertently spent all night playing Unreal Tournament 2004, disk crash, med. school interview, illness, started way too late... After your late days are used up, late work loses pretty quickly— 15% per day. Normally, we will not accept work more than one week late. If need be, skip that assignment and get to work on the next one. Come and see me in person for care in exceptional circumstances. Note that disk failure and other computer or network problems probably *do not* represent exceptional occurrences. Hoard your late days “just in case”, or spend them early and fly with no parachute— it's up to you.

By default, I'm assuming that SCPD students and all other non in-class-in-person-the-traditional-way students have exactly the same deadlines as everyone else.

Honor Code

You are free to discuss ideas and problem approaches with others, but all the work you hand in should be your own creation (or the creation of your team, for those who choose to work in teams of two). **In particular, sharing or copying code between teams or from students who have taken the course previously is not OK.** If you feel a particular bit of collaboration may have crossed the line, just clearly cite what help you got and from whom in your project's Readme. You can never get in Honor Code trouble if the help is clearly credited.

There are tools we may use that do an **amazingly** good job of hunting down little sections of plagiarism within the submissions. Turn in an incomplete assignment if you need to; it's far better than getting kicked out of school.

If we are using the Foo module, and you find the key 8 lines in the docs or in a book or on the net that describe how to call the Foo module best, it's fine to use those lines without comment in

your Readme. Modern programming is filled with little research episodes like that. If I have asked you to implement the Bar module, copying the 200 lines you found that implements Bar is not ok.

Lecture Plan

Here's a tentative lecture and homework plan for CS193i.

| Lecture # | Date | Topic | Assigned | Due |
|-----------|---------------|--|----------|--------|
| 1 | 23-Jun | Introduction, Information Problems, Basic Networking Concepts | Lab #1 | |
| 2 | 28-Jun | IP Routing, Ethernet, TCP/IP | HW #1 | |
| 3 | 30-Jun | Sockets, Client/server issues | Lab #2 | Lab #1 |
| 4 | 7-Jul | Services and protocols, HTTP | | Lab #2 |
| 5 | 12-Jul | HTTP including client/server interactions | HW #2 | HW #1 |
| 6 | 14-Jul | Catch-up and Sockets in Java | | |
| 7 | 19-Jul | Midterm - in class | | |
| 8 | 21-Jul | Java networking and CGI | HW #3 | HW #2 |
| 9 | 26-Jul | CGI | | |
| 10 | 28-Jul | Servlets, sessions, cookies | Lab #3 | |
| 11 | 2-Aug | JSPs | HW #4 | HW #3 |
| 12 | 4-Aug | Advanced Topics - XML and its applications | Lab #4 | Lab #3 |
| 13 | 9-Aug | Security and privacy | | Lab #4 |
| 14 | 11-Aug | Advanced Topics and Catch-up | | HW #4 |
| | 13-Aug | Final - 7-10pm There will be a single alternate exam time very near to the regular time. | | |