

Software Engineering for Internet Applications

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[Preface](#)

[Acknowledgments](#)

Chapters:

1. [Introduction](#)
2. [Basics](#)
3. [Planning](#)
4. [Software Structure](#)
5. [User Registration and Management](#)
6. [Content Management](#)
7. [Software Modularity](#)
8. [Discussion](#)
9. [Adding Mobile Users To Your Community](#)
10. [Voice \(VoiceXML\)](#)
11. [Scaling Gracefully](#)
12. [Search](#)
13. [Planning Redux](#)
14. [Distributed Computing with HTTP, XML, SOAP, and WSDL](#)
15. [Metadata](#) (programs that write programs)
16. [User Activity Analysis](#)
17. [Writeup](#)

Reference Chapters:

- A. [HTML](#)
- B. [Engagement Management](#) by Cesar Brea
- C. [Grading Standards](#) (mostly for MIT students)

[Glossary](#)

[To the Instructor](#)

[Sample Contract \(between student team and client\)](#)

[About the Authors](#)

Return to [Table of Contents](#)

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Component-Based Software Engineering Internet Applications Paul Krause. Slide 2. Lecture 8 - Internet Applications Contents
Reminder of Client-Server architectures Client-side programming with Applets and JavaScript Server-side programming with JSP and
Servlets. Slide 3. Client/server Architecture Server Client Internet Browser, Applets, Client Internet Browser, Applets, Database, servlets