

CISC 3120

C26b: Project 5: A Few Tips

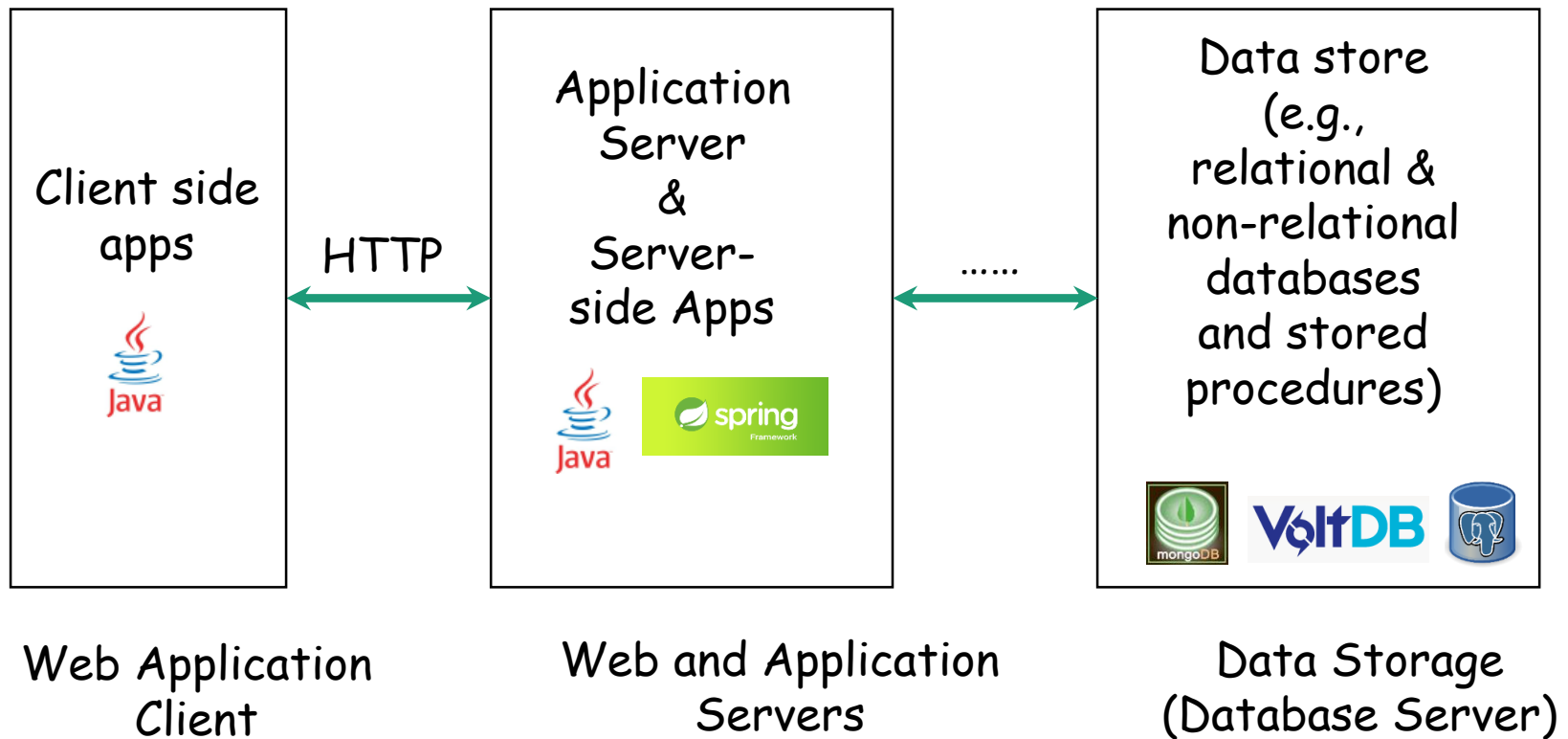
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Web Application Architecture

- 3-tier (and n-tier)



Features

- Feature: Push Game Statistics
 - Consisting of
 - User agent/client part
 - Web service
- Feature: Pull/View Game Statistics
 - Consisting of
 - User agent/client part
 - Web service

User Agent and Web Service

- For the user agent/client (the Treasure Hunt GUI application)
 - construct a URL (how should it be?)
 - Use `URLConnection` to invoke the Web service corresponding to the URL constructed in the above
 - Read and parse the returned JSON object/array
- For the Web service
 - Design the Web API
 - Design the Web service logic
 - Implement the logic
 - Eye-ball testing using `cURL`

Building User Agent

- Familiar with the practice exercises and sample applications

Building Web Services

- Familiar with the *GpaMongoWebService* application
 - Examine the methods and APIs in the Web controller
 - Learn to run the cURL scripts from the command line window
- pom.xml
 - Make sure the pom.xml has necessary dependencies, copy & paste from pom.xml in *GpaMongoWebService* if necessary
- cURL
 - Write simple cURL script for testing without implementing the User Agent/client application logic

Questions

- A few tips for Project 5

“Programming then is fun because it gratifies creative longings built deep within us and delights sensibilities we have in common with all men. ”

-- by Frederick P. Brooks, Jr.