

Internet Applications Design and Implementation

(Lecture 10 - Recap - Q&A)

**MIEI - Integrated Master in Computer Science and
Informatics
Specialization block**

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Internet Applications Design and Implementation

RECAP

We focus on the **principles and concepts on the development of Internet applications.**

The syllabus follows an approach based on the fundamentals of software development based on **web and service oriented architectural patterns, advanced modularity mechanisms, data persistency abstractions, good development practices, performance concerns, and validation techniques.**

Lectures run along **practical assignments** and the **development of a running project** using frameworks, languages, and programming tools for Internet Applications that ensure the safety and compliance of the solution with relation to a specification

Goals: To Know

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- Essential aspects of **architectural patterns** for inversion of control and software architectures specific for Internet Applications.
- **Principles of the development** of web applications and single page web applications.
- Mechanisms of **specifying and implementing web services** and web service orchestrations.
- **Internal structure** of an Internet **browser** and its **client applications**.
- Principles of **data-centric** and **user-centric development** in the context of Internet applications.
- Main **data abstraction** mechanisms used in Internet applications.
- Major performance **pitfalls** of Internet applications and their workarounds.
- Main specification and implementation mechanisms for **security policies in Internet Applications**.

Goals: To Do

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- **Use development frameworks** that implement architectural styles for Internet applications.
- **Specify and build** web and cloud **applications** to support thin, flat, and native clients.
- **Specify and build** client **applications with reactive and rich behaviour**.
- **Implement authentication mechanisms** and **specify** the core **security rules** of an Internet Application
- Specify and efficiently use abstraction data layers such as **Object Relational Mappings** in Internet applications.
- **Design and deploy** Internet Applications that are efficient and maintainable.

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- You now know Component-Based Programming
 - SpringBoot, Spring Web, SpringJPA,
 - React, Redux
 - IFML
- You now know how to develop and test modular software
 - Mock Tools (tomcat with MockMVC),
 - Repositories and Components (MockBean),
 - MicroServices (with Eureka)
- You now know how to build loosely coupled structures (the safest way possible)
 - SpringJPA, FeignClients, OpenAPI (with generators) - Look for new tools that strengthen frontiers

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- SpringBoot, Hibernate, React, Redux, and OpenAPI are only examples of frameworks and tools that promote architectural patterns and practices.
- Paradigms to look up to (Functional, Functional Reactive, Declarative)
- Trending technologies.
 - For APIs: GraphQL
 - For Cloud: Serverless computing (lambdas)
 - For Architecture: Reactive and Tierless frameworks (WebFlux, Meteo.js, Blitz.js,
 - For Processes and MicroServices: Message- and Event-based architectures (Akka)
- Trending frameworks that you may want to explore:
 - Phoenix-Elixir, Next.js+React Query

Final Test (18 of December)

- MCQ
 - General Software Architecture (Micro-services)
 - General Client-Side Applications and
 - Security questions, Access Control, Capabilities
- Open Answer Questions
 - Produce tokens between microservices
 - User Stories to IFML
 - React (Components)
 - Redux (Actions and Asynchronous Actions)

Project Presentations

- Many projects will be presented **before** the submission date:
 - Discussions to be scheduled from **16 to 20 of December** (max 6 a day)
 - Presentation and discussion is 30 minutes max
 - Report on the status and choices of:
 - User Stories
 - Architecture (Microservices)
 - Security
 - Demo UI if possible
 - Challenges
- Bring a powerpoint/canva/keynote/wtv presentation

The End.

Thank you!