

e-Technologies_Study_Guide_Final_Exam**1. Test material**

- 1. Focus will be on all material covered in the course**
- 2. Primarily material covered in class and the "hand-in" assignments**
- 3. Types of Questions**
 - 1. Short programs, analysis, debugging, pseudocode, logic, comments, etc. (~50%)**
 - 2. Short "essay" theory, definition, and conceptual questions (~50%)**

2. General study hints

- 1. Review the ClassNotes page**
- 2. Review your notes**
- 3. Review the chapter reading assignments**
- 4. Review the end-of-chapter programming assignments**
- 5. Review the links on the course Resource page**
- 6. Review installation and configuration documentation for OC4J and jDeveloper**
- 7. Review class handouts**
- 8. Review jDeveloper tutorials and documentation**
- 9. Review the course concept map**

3. Some specific topics to be prepared to address

- 1. e-Tech history, trivia, and folklore**
- 2. Describe the architecture of the e-Technology Cell**
- 3. e-Commerce architecture/infrastructure**
- 4. What are the various standards, protocols, technologies and products for interface design and implementation**
 - 1. Languages**
 - 2. Code a HTML Form**
- 5. TCP/IP**
- 6. Describe the general structure of SMTP messages**
- 7. Describe the general structure of HTTP messages**
 - 1. Requests**
 - 2. Responses**

3. Header fields
4. Request methods
5. Response status codes
6. URL encoding
8. Know and explain e-Tech buzzwords/acronyms, for example (many more)
 1. SGML
 2. OSI
 3. CERN
 4. NCSA
 5. URL/URI
 6. CSS
 7. XML
 8. XHTML
 9. DOM
 10. FORMS
 11. DHTML
 12. TCP/IP
 13. UDP
 14. SMTP
 15. MIME
 16. CGI
 17. W3C
 18. RFC
9. Coding CSS
10. Javascript coding
11. Javascript event handling
12. Dynamic HTML
13. Coding Java Applets
14. Theory of XML
15. Perl - coding

1. Data types, structures, and variables
2. Control structures
3. Regular expressions - know how to munge a string
4. Functions
5. Perl I/O
16. CGI
 1. Client-server model
 2. CGI.pm
 3. Cookies
17. Apache
 1. Functioning
 2. Configuration
18. Servlets
 1. Design and functioning
 2. Cookies
 3. Session tracking
19. OC4J
 1. Installation and configuration
 2. Concepts and functioning
20. JDeveloper
 1. Installation
 2. Usage concepts
 3. Servlet deployment
 4. WAR files
21. PHP
22. JSP
23. XML parsing
 1. SAX
 2. DOM
 3. XSD

4. XMLType

24. Web services

- 1. Service oriented architecture**
- 2. SOAP**
- 3. UDDI**
- 4. WSDL**
- 5. OWL-S**