e-Technologies_Study_Guide_Test1

1. Test material
    1. Primarily material covered in class and the "hand-in" assignments
    2. Types of Questions
        1. Short programs, analysis, debugging, pseudocode, logic, comments, etc. (~50%)
        2. Short "essay" theory, definition, and conceptual questions (~40%)
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
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