# Syllabus

<table>
<thead>
<tr>
<th>Course Number:</th>
<th>COSC331</th>
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<tbody>
<tr>
<td>Course Title:</td>
<td>E-Commerce Programming</td>
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<tr>
<td>Course Description:</td>
<td>This course will introduce you to the concepts of e-commerce and the issues involved in actually developing an e-commerce website. Simply stated, e-commerce is doing business electronically especially using the world wide web technology and includes as its variants B2B, B2C, C2C, etc. There are several issues involved in e-commerce including business issues and technical issues. You will learn to develop catalogs for selling on the web, provision of facilities to search the catalogs, receiving payments using Paypal, receiving customer orders and dealing with them, and finally implementing the order pipeline. You will also study briefly the legal, ethical, tax, and security issues involved with e-commerce. You will be working on a semester long project in small groups that will develop a practical e-commerce application which will help to increase your understanding of the concepts.</td>
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<td>Pre-requisites:</td>
<td>COSC3310</td>
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<td>Credits:</td>
<td>3 hours</td>
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<tr>
<td>Languages Used:</td>
<td>ASP.NET, Ruby on Rails</td>
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<td>(if applicable)</td>
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| Topics: | 1. E-Commerce Basics  
2. Creating the Product Catalog  
3. Searching the Catalog  
4. Receiving Payments Using Paypal  
5. Catalog Administration  
6. Shopping Basket  
7. Dealing with Customer Orders  
8. Customer Details  
9. Securing the E-Commerce Website  
10. Performance Tuning |
| Additional Materials: | Handouts on latest developments in E-Commerce for class discussion. |
### Evaluation Method:
(only items in dark print apply)

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<thead>
<tr>
<th>1. Examination/Quiz</th>
<th>2. Homework</th>
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<tbody>
<tr>
<td>5. Project</td>
<td>6. Presentation</td>
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<tr>
<td>7. Class Participation</td>
<td>8. Peer Review</td>
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<td>9.</td>
<td>10.</td>
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### Course Objectives
By the end of this course students are expected to:

1. Understand the concepts of and issues related to E-commerce (1, 2, 5, 7)
2. Learn the basics of e-commerce programming technology and apply it to develop a functional e-commerce website. (1, 2, 4, 5, 7)
3. Develop an ability to work cooperatively on a practical e-commerce project. (5)
4. Enhance communication skills by writing papers and system artifacts and presenting the paper and the project. (3, 6)

Numbers in brackets refer to method(s) used to evaluate the course objective.

### Relationship to Program Outcomes:
This course supports the following Computer Information Systems Program Outcomes, which state that our students at the time of graduation are expected to:

1. Be prepared to contribute immediately as information systems professionals
2. Be able to design and implement information systems that satisfy user requirements (2, 3)
3. Demonstrate effective written, visual, and oral communication skills (4, 5)
4. Understand the global context in which computer information systems are practiced including:
   a. Contemporary issues related to business and technology (1, 2)
   b. The impact of computers on society (1, 2, 3)
   c. The role of ethics in the practice of information systems profession (1, 2, 3, 4)
5. Be able to contribute effectively as members of systems development teams (2, 3)
6. Recognize the need to pursue continued learning throughout their professional careers

Numbers in brackets refer to course objective(s) that address the Program Outcome.

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Prepared By: Nary Subramanian
Date: January 12, 2006

Revised: November 9, 2007