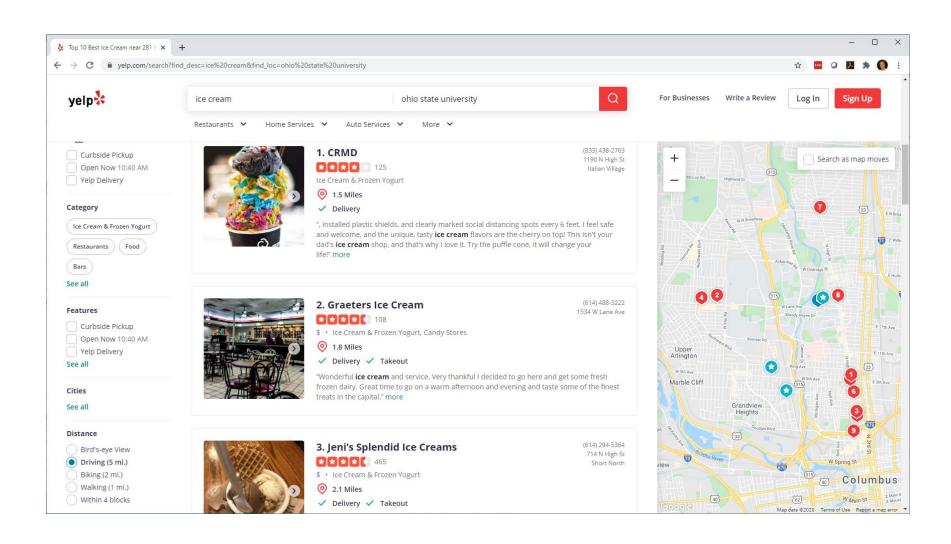
# Web Applications: Overview and Architecture

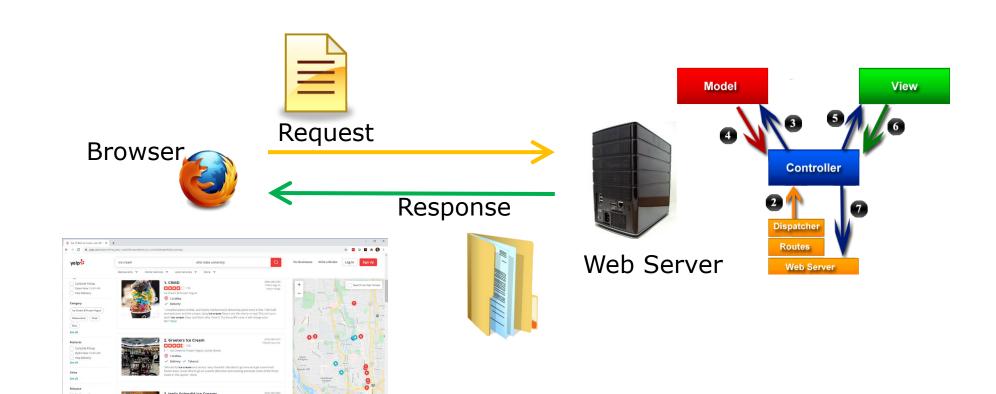
Computer Science and Engineering ■ College of Engineering ■ The Ohio State University

Lecture 1

#### Road Map in Pictures: Web App UI



# Road Map in Pictures: App Flow of Control



### Road Map in Pictures: App Technologies



- A Language
  - Ruby
- Foundations
  - Version Control, Networking, Regular Expressions
- Static web pages
  - HTML & CSS
- Dynamic web pages
  - JavaScript
- Framework for web applications
  - Rails
- Applied Topics
  - Security, Encodings

- Lectures, office hours, meetings
  - Instructor, grader(s)
  - Each other
- □ Discord Server
  - Q&A and discussion forum
  - News and announcements
- Class website
  - Handouts, lecture notes, lab assignments
  - Pointers to more resources
- Carmen
  - Syllabus (note exam requirement)
  - Grades, deadlines, rubrics

- Running plan for the semester:
  - Run from here to Louisville, KY
  - Equivalently, run 210 miles
  - Equivalently, run 8 marathons

- Languages and Technologies
  - HTTP
  - HTML, CSS, JavaScript, JSON
  - Ruby, Ruby on Rails
- Tools and techniques
  - Design patterns (MVC)
  - git, linux
  - Regular expressions, unicode, system time
- Advanced topics
  - Programming languages, networking, cryptography, databases, operating systems

- Conceptual underpinnings will be relevant forever
- ☐ In this course:
  - Single-point of control over change
  - Abstraction (vs realization)
  - Design patterns
  - Regular Expressions (the math part)
  - Cryptography (the math part)
  - Motivation for version control
  - Time-space performance trade-offs

#### Stability of Content: Technology

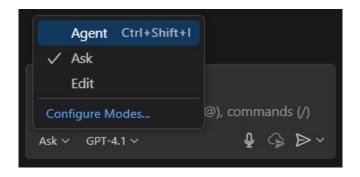
- Some technologies have been around a long time, and will likely be relevant for many more years
- Examples in this course:
  - Linux
  - SQL
  - HTTP
  - HTML
  - CSS
  - JavaScript

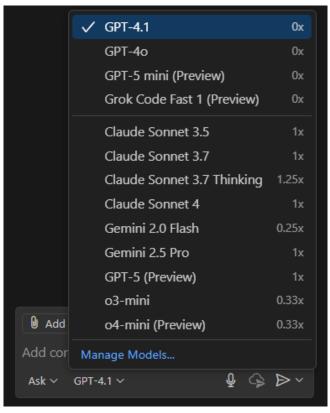
- □ Some tools come and go
- They are useful for getting things done now, but may not be as relevant or fashionable in 10 years
- Examples in this course
  - VS Code
  - git
  - Ruby
- ☐ Aside on generative AI...

# Generative AI (aka Coding Assistants)

- Advantages
  - Generate boilerplate code and performs routine tasks
  - Explain code blocks and errors
  - Generate idiomatic code, usually positive exemplars of common style, structures, and practices
  - Used extensively in industry
- Disadvantages
  - Make mistakes
  - Shortcut some problem solving, which is where good learning often happens
  - You won't have access to it on midterms and final
- Summary
  - OK for projects, but understand, assess, and edit everything

- Code completion, next edit suggestion, chat
- Many models available, different costs and strengths
- □ Agent, ask, and edit modalities





- There are many frameworks and libraries for web development
- □ They come and go so quickly, there is always something new
- Examples:
  - Web frameworks (Rails, Express.js...)
  - Ruby gems (Middleman, Nokogiri, Cucumber...)
  - JavaScript libraries (React, Angular...)
  - HTML/CSS libraries (Bootstrap, Bulma, Tailwind...)

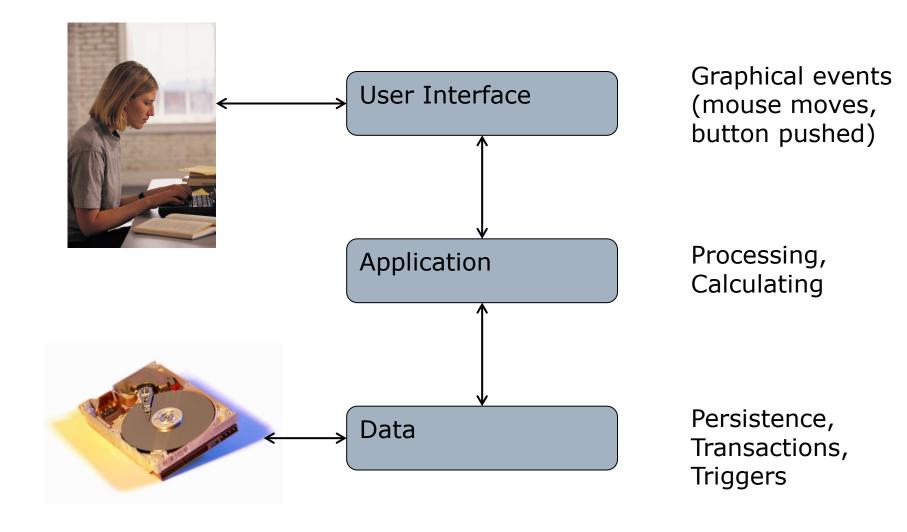
- Lasting relevance
- Project development in the "real world" is characterized by
  - 1. Vague open-ended requirements
  - 2. Large, complex problems
  - 3. Teams

- □ Two aspects to engineering:
  - Satisfying the constraints (solving the problem)
  - Optimizing the solution (better, faster, cheaper)
- Must first identify and understand the problem
  - Requirements elicitation
- Recognize tradeoffs
  - Improvement in one aspect at the expense of another

- "Programming in the large"
  - Does not all fit in one person's head or schedule
  - Interfaces, modules, components, classes
- Design
  - Measure twice, cut once
- Process
  - Agile, waterfall, TDD,...
- Documentation
- Testing

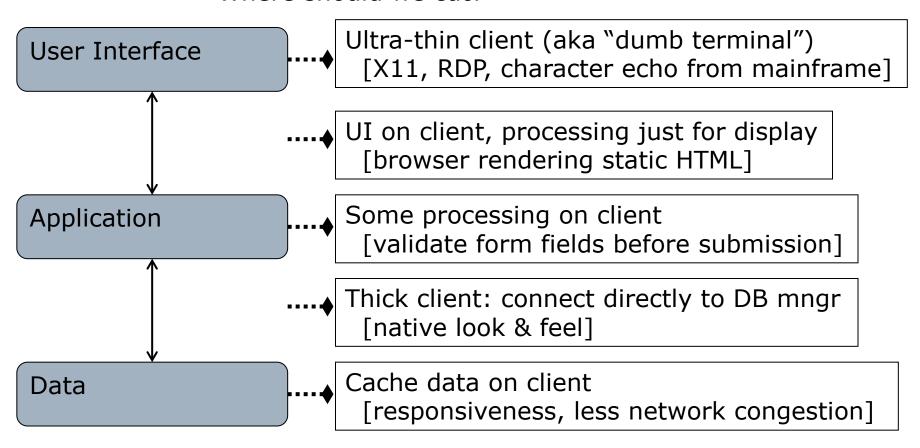
- □ Naïve view of CS: Lone wolf hacker
- □ Reality: large multidisciplinary teams
  - Developers, testers, marketing, HR, management, clients
  - Communication skills are critical
- Many challenges
  - Rely on others
  - Compromises become necessary
  - Personalities
- Many rewards
  - Accomplish more
  - Learn more

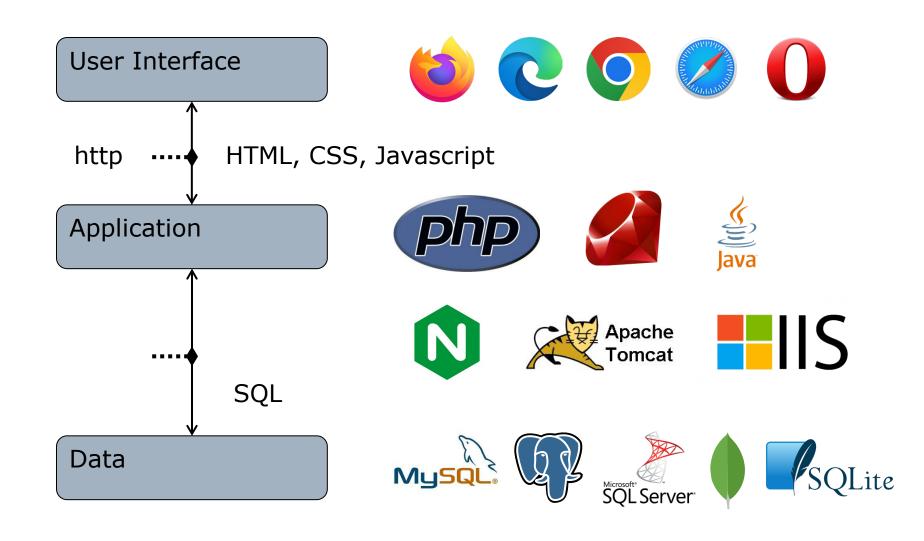
- ☐ Group work! You will be part of *two* different groups:
  - A "home group" for projects
  - A "technology team" for tasks
- Multidisciplinary teams
  - Tech teams cut across project groups
- Open-ended projects
- Communication skills
  - Presentations to class



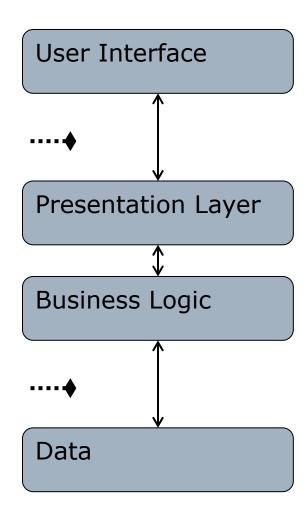
#### Client-Server App: 2-Tier

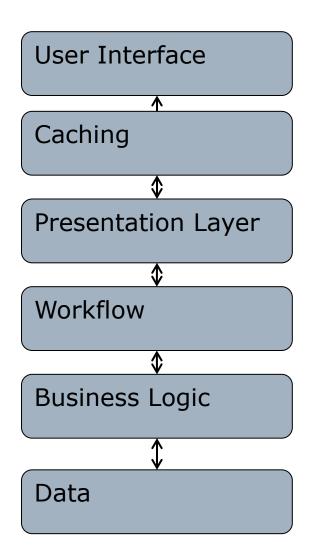
#### Where should we cut?





- Performance
  - 1 (expensive) network call to app layer results in many calls to data layer
  - Compute-intensive part on faster machine
- Flexibility
  - Update app logic without changing client
- Robustness
  - Transactions, logging at app level
- Security
  - Login, authentication, encryption all better at app level than data level





#### Summary

- □ Technical aspects of course content
  - Many different web technologies
  - Rapidly evolving landscape
- Meta content: Software engineering
  - Vague requirements
  - Large systems
  - Teams
- □ 2-, 3-, 4-, n-Tier Architectures