

KAÏNA-COM

TRAINING CATALOGUE

Developing Social Network Applications

The course is intensive and includes plenty of examples and some hands-on exercises. It provides its participants with the basic knowledge and tools needed to understand and start developing social network applications.



KCLD004 – Developing Social Network Applications

Reference KCLD004

Experience

- Beginner
- Intermediate
- Advanced

Duration Training Program:

- 5 days

Training Method

- I: i-learning, individual training (web-based training)
- V: v-learning, virtual class
- C: c-learning, classroom training

KAÏNA-COM

LE CARRÉ HAUSSMANN II,
6 Allée de la Connaissance
77127 Lieusaint - France

Price 2.526,00 € HT

Prerequisite Some programming experience, preferably using the Web.
Some experience of working with social networks is an advantage.

Audience Social network application developers and designers.

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KCLD004 – Developing Social Network Applications, Continued

Objective

There is no doubt that the Internet has come of age and with it the widespread use of social networks.

The number of social networks is multiplying, and we find them everywhere. Even modern Smartphones are known for their social network connectivity.

Not just for private and personal use, social networks are being used for organization and inter-organization communications, business promotions, professional connections, and corporate networking. Social network applications are being used by enterprises to be competing for space and potential client attention.

This course includes all aspects of social network application development, including client-side, server-side and back-end technologies.

Though it does not go into server-side language details in depth, the course is intensive and includes plenty of examples and some hands-on exercises. It provides its participants with the basic knowledge and tools needed to understand and start developing social network applications.

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KCLD004 – Developing Social Network Applications, Continued

Course Contents

Course Contents :

Table 1: KCLD004 - Course Contents

Chapter	Description
Introduction	<ul style="list-style-type: none"> • Brief history of the Web • The growth of the Web and its reasons
The Web	<ul style="list-style-type: none"> • WWW and Web 2.0 • Web engineering • Web applications • The Web server • Web architecture and topology • Differences between traditional applications and Web applications
Social Networks and Social Network Applications	<ul style="list-style-type: none"> • Social networks defined • Why social networks are popular • Social network applications overview • Social networks and the Smartphone • Present and future uses of social networks
Client-side Technologies	<ul style="list-style-type: none"> • Hypertext • Hypermedia • Rich internet applications • HTML • XML • CSS • JavaScript • AJAX • jQuery

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KCLD004 – Developing Social Network Applications, Continued

Course Contents, continued

Chapter	Description
Web Services and RESTful Web Services	<ul style="list-style-type: none">• Web services overview• Architecture and technology• SOAP/XML• Web service description and WSDL• Registering the service and UDDI• RPC web services• REST web services• Web services interoperability
Server-side Programming Languages	<ul style="list-style-type: none">• PHP• Python• Ruby• Flash• ASP.Net• Java
The Back-end: Exploiting Databases	<ul style="list-style-type: none">• Databases and Web applications• MySQL
Social Network APIs	<ul style="list-style-type: none">• What do we want from a social network API?• Facebook Framework• Google OpenSocial• Twitter API• LinkedIn APIs: REST and JavaScript

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KCLD004 – Developing Social Network Applications, Continued

Course Contents, continued

Chapter	Description
Social Network Application Issues	<ul style="list-style-type: none"> • Software engineering practices • Interface design • Usability and human-computer interactions • Accessibility and information presentation
Some Security Issues	<ul style="list-style-type: none"> • User verification • Accessing the file system • Signatures • Encryption • Web services • Denial of service • Hackers
The End	<ul style="list-style-type: none"> • Summary • Q&A • Evaluation

