

# **MGT 415H5 S**

# **Electronic Commerce**

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Week#2 - Architecture

# Agenda

- ◆ Review of Last Week
- ◆ Who Are We?
- ◆ Groups
- ◆ Architecture
- ◆ Speaker
- ◆ Next Week

# *Review of Last Week*

# *How many visited the site?*

- ◆ [www.resultsoriented.ca/MGT415H5](http://www.resultsoriented.ca/MGT415H5)
  - ◆ Outline
  - ◆ Class presentations
- ◆ Last week
  - ◆ Definition, etc.....

# *Who Are We*

# *Student Aims and Hopes*

## ◆ 34 Responses

### ◆ Done

- ◆ Web-developers
- ◆ House builders
- ◆ Sales reps
- ◆ Army reserves, Translations, Tutors, etc...

### ◆ Goal

- ◆ 13 – own business
- ◆ Remainder – Awareness & Job

# Roll Call



- ◆ Answer your name
  - ◆ Confirm your group

# Group Assignments



- ◆ On our Web-page
  - ◆ Rubric
    - ◆ Details
  - ◆ Document Format
  - ◆ Presentation Format
  - ◆ Topics
    - ◆ Overview
- ◆ Remember
  - ◆ All communications between me and Focal

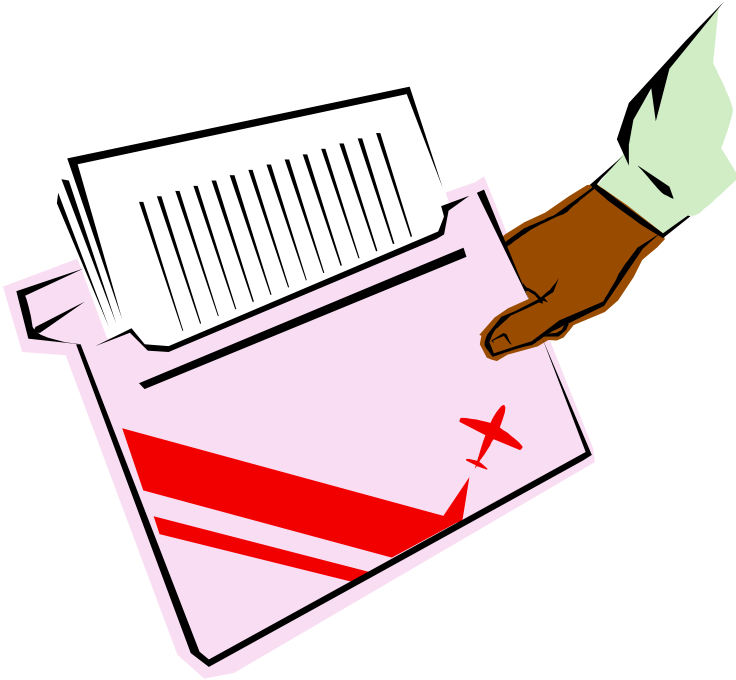
# Assignments

- ◆ Group 1 - UML
- ◆ Group 2 - XML
- ◆ Group 3 - Java
- ◆ Group 4 - MySQL
- ◆ Group 5 - HTML
- ◆ Group 6 - J2EE

# Assignments

- ◆ 2,000 words (approx)
  - ◆ Describe the topic
    - ◆ What is the business enabler
    - ◆ How does it work
    - ◆ Who sets the Standards
  - ◆ Alternatives
    - ◆ Pro/Con
  - ◆ Bibliography
  
- ◆ Presentation
  - ◆ 5-10 slides
  - ◆ Convey the above to your classmates
    - ◆ 1<sup>st</sup> slide = Topic, Group#, Your Names

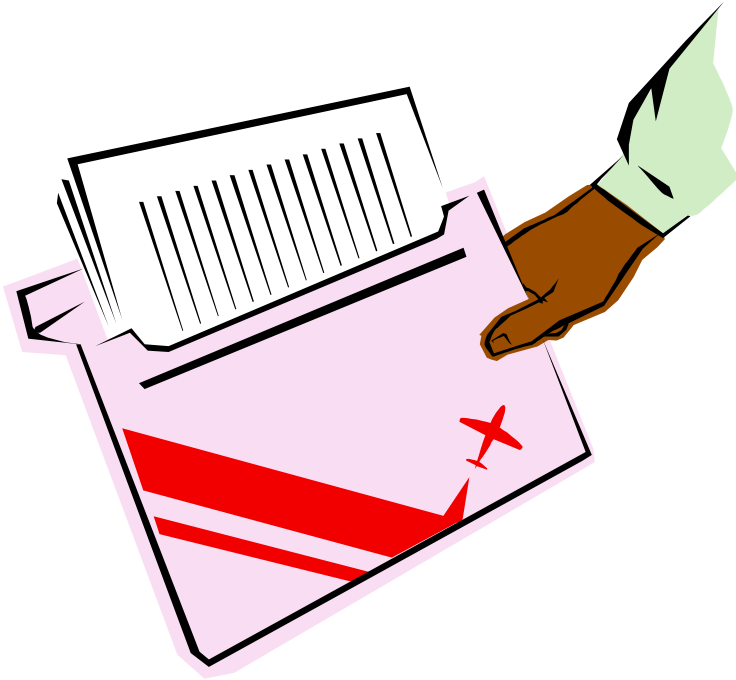
# Dates



- ◆ Week#3 (Jan21)
  - ◆ Confirm the alternatives to be included
- ◆ Week#6 (Feb11)
  - ◆ Assignment Due
    - ◆ Word
    - ◆ PPT
- ◆ Week#8 (Feb25)
  - ◆ Present your topic

# Handing in the Assignment

◆ [www.turnitin.com](http://www.turnitin.com)



# *Architecture*

# Bits & Bytes

- ◆ Computers are based on a “Bit”
  - ◆ A switch
    - ◆ Can be set to ON (1) or OFF (0)
- ◆ Bits are grouped in 8's, into a “Byte”
  - ◆ Eg: 00010011
    - ◆ Hard to write out all those 1's and 0's, so used hexadecimal notation, counting in base of 16
      - ◆ So a Binary 00010011 translates as 010F in Hex

# Bits&Bytes – Numerical Implication

## ◆ Decimals

- ◆ Binary does not convert to decimal
  - ◆ Rounding

## ◆ Magic numbers

### ◆ eg: Size

- ◆  $256$  (or  $255$ ) =  $16*16$  bytes
  - ◆ Number of colours
  - ◆ Length of cell in Excel
- ◆  $1024*768$  =  $(64*16)$  and  $(48*16)$ 
  - ◆ Screen resolution

# Bits&Bytes – Logic Implication

- ◆ Working with Bits that can only be
  - ◆ 1 = On = Yes
  - ◆ 0 = Off = No
- ◆ Questions have to be specific
  - ◆ eg:
    - ◆ “Is  $12 > 10$ ?”
      - ◆ Can be answered by a computer
    - ◆ “Do you like this music?”
      - ◆ Cannot be answered by a computer

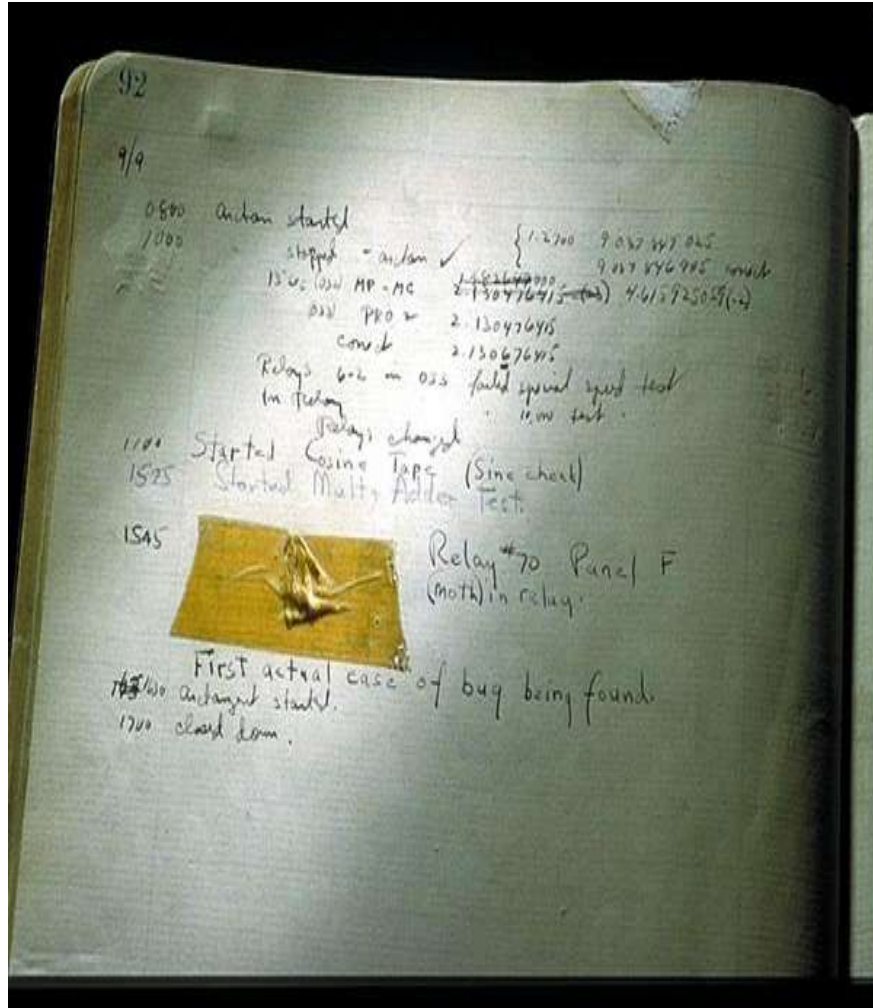
# Bits&Bytes – Logic Implication

- ◆ Answers will be specific too
  - ◆ eg: “Is 12>10?” = “True”
    - ◆ Will not state “Just a bit”
      - ◆ You have to program

```
ANSWER = " "  
DIFF = 12 - 10  
SELECT (DIFF)  
  IF DIFF >3 THEN ANSWER = "Much greater"  
  IF DIFF =3 THEN ANSWER = "Bigger"  
  IF DIFF =2 THEN ANSWER = "Just a bit"  
  IF DIFF =1 THEN ANSWER = "Slightly"  
  IF DIFF =0 THEN ANSWER = "The same"  
  OTHERWISE ANSWER = "Less"
```

- ◆ Many lines of code, for even a simple question and answer
  - ◆ Complex programs are huge: Thousands, even millions, lines of code

# Bits & Bytes – “First Bug”

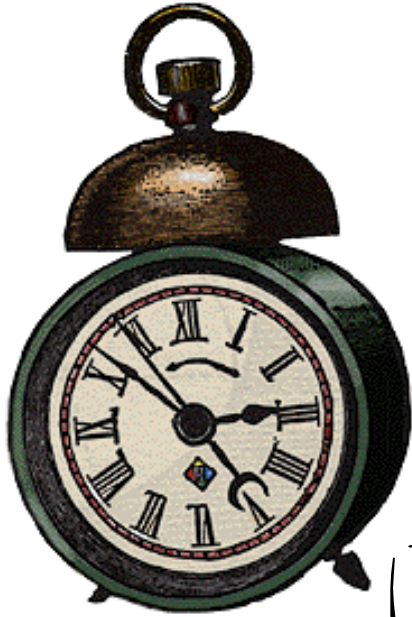


- ◆ From the Smithsonian Museum
  - ◆ “American engineers have been calling small flaws in machines "bugs" for over a century. Thomas Edison talked about bugs in electrical circuits in the 1870s. When the first computers were built during the early 1940s, people working on them found bugs in both the hardware of the machines and in the programs that ran them.
  - ◆ In 1947, engineers working on the Mark II computer at Harvard University found a moth stuck in one of the components. They taped the insect in their logbook and labeled it "first actual case of bug being found."

# Bits&Bytes – Logic Implication

- ◆ Rule of thumb: One bug for every 10 lines of code.
  - ◆ Recovery strategies
    - ◆ Testing
    - ◆ Formal Methods
    - ◆ Code generators
  - ◆ Problem
    - ◆ Most errors introduced during analysis.
      - ◆ The above strategies address only coding issues
    - ◆ Need formal methods can catch this
      - ◆ Rarely used outside of safety-critical systems
    - ◆ Need to Simplify
      - ◆ Software is “fatter” each release

# Bits&Bytes – Quality Implication



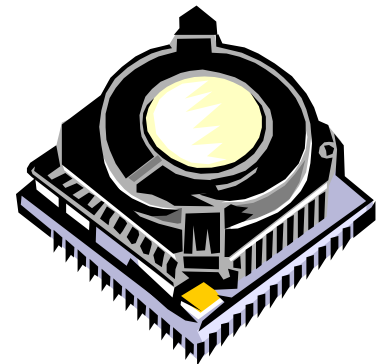
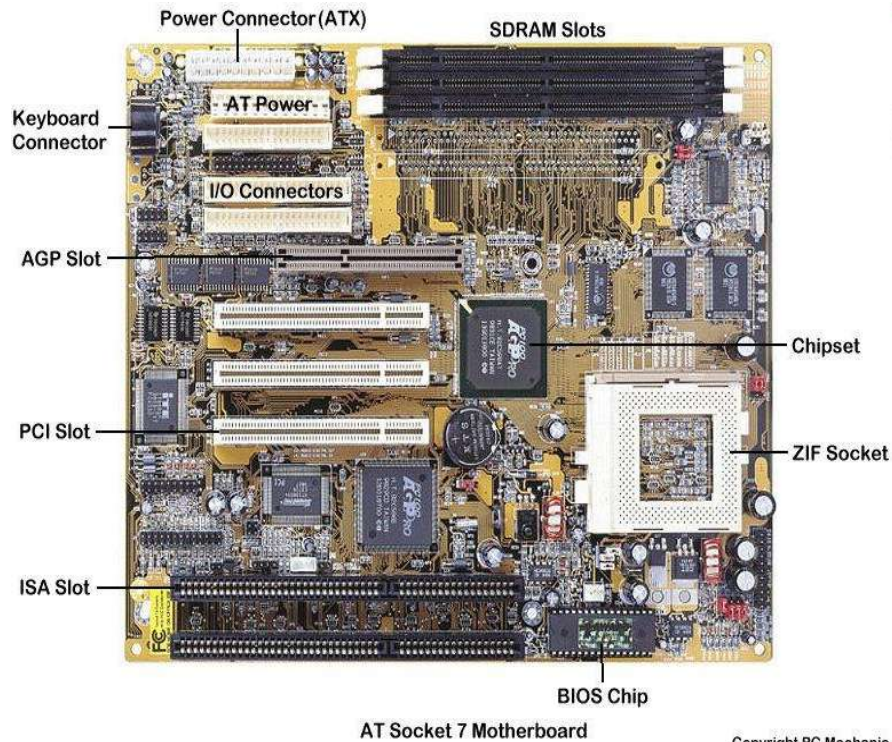
- ◆ Time-to-Market
  - ◆ Code will be “buggy”
    - ◆ Welcome to world of
      - ◆ Microsoft
      - ◆ Packages
      - ◆ Releases ( $\alpha, \beta$ )
        - ◆ Patches
      - ◆ User groups

# Bits & Bytes – Speed Implications

- ◆ Everything has to be digitized - broken down into Bits & Bytes
  - ◆ Takes a one byte per letter so text is fast.
    - ◆ Typical “dumb terminal” had 80 chars per line, and 20 lines on a screen
      - ◆ Screen contained 160 bytes.
  - ◆ Today’s graphics take many more bytes, as you need to represent, colour and brightness as well as position in the picture.
    - ◆ Screens today use dots, or pixels. The minimum seems to be 256 colours in 1024\*768 pixels.
      - ◆ Screen contains 49K bytes as a minimum
      - ◆ 300 times more data
      - ◆ And this is before you add in any multi-media

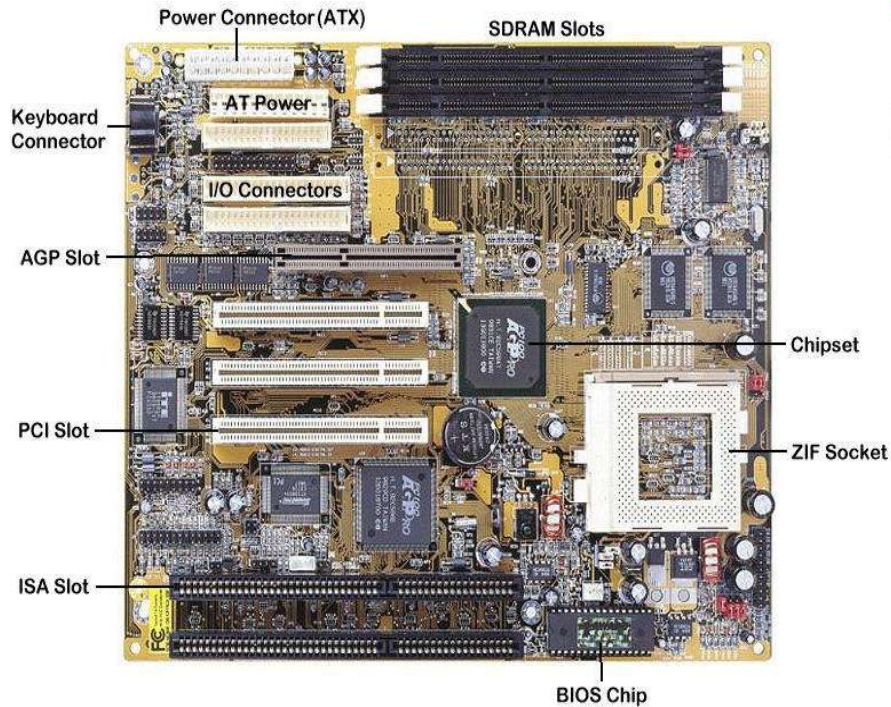
# *Architecture Levels*

# Connecting the Bits & Bytes



Copyright PC Mechanic

# Connecting the Bits & Bytes - Implications

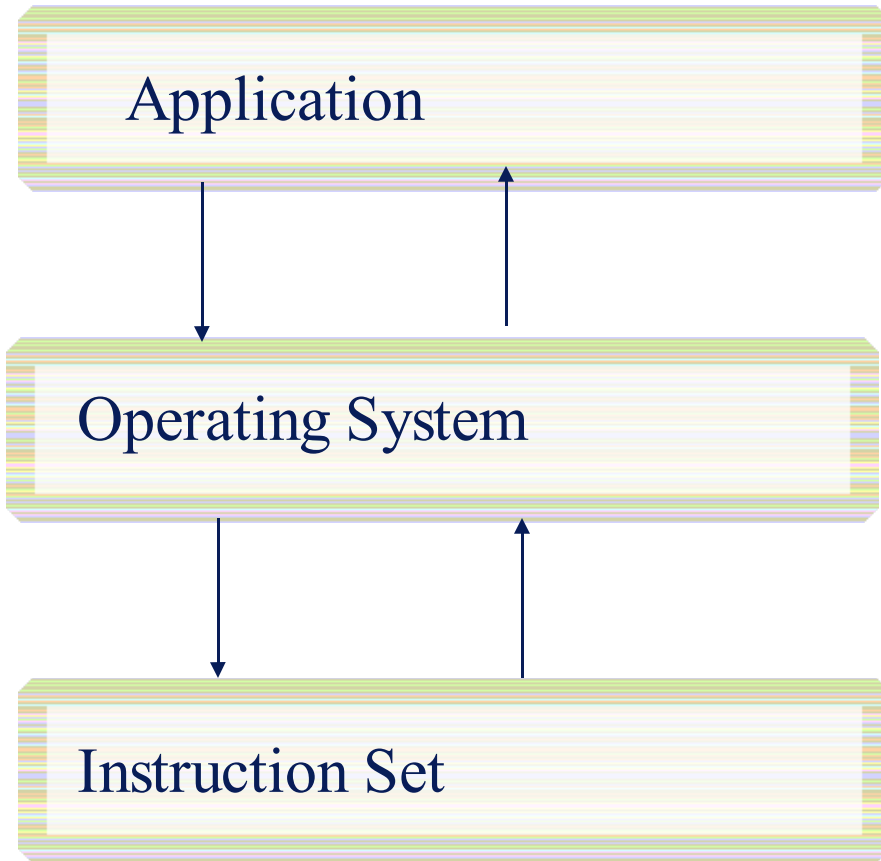


AT Socket 7 Motherboard

Copyright PC Mechanic

- ◆ Speed of the computer depends upon more than just the CPU
  - ◆ RAM
  - ◆ Graphics
  - ◆ BUS
- ◆ RISC
  - ◆ Faster

# Chips & OS - Implications



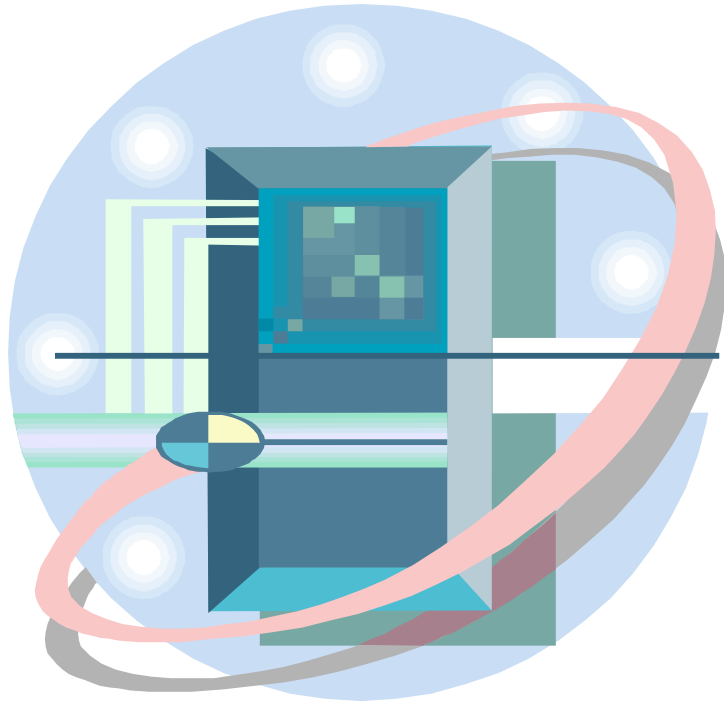
- ◆ Desktops
  - ◆ Intel
  - ◆ Windows
  
- ◆ If you had to design an application
  - ◆ Windows?
  - ◆ Mac?
  - ◆ Other?

# Chips & OS – Which Operating System?

- ◆ Cost
  - ◆ Time
- ◆ Bugs

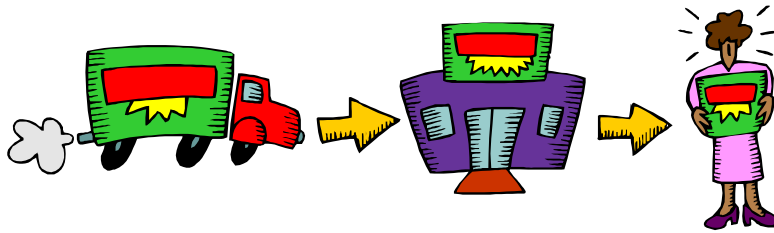


# *Chips & OS – Server*



- ◆ “A rose by any other name”

# Connecting the Bits & Bytes - Uses



- ◆ Processing
  - ◆ Sequential
  - ◆ Parallel



# *SuperComputer (Top500.org) – Fastest*

- ◆ #1
- ◆ Site: Earth Simulator
  - ◆ Japan
  - ◆ Year = 2002
- ◆ Computer: Earth Simulator
  - ◆ #of Processors = 5120
  - ◆ Built by NEC
- ◆ Speed Measures
  - ◆ 35,860

# SuperComputer (Top500.org) – Noteworthy

- ◆ #3
- ◆ Site: Virginia Tech
  - ◆ USA
  - ◆ Year = 2003
- ◆ Computer: 1100 Dual 2.0 GHz Apple G5 / Mellanox Infiniband 4X / Cisco GigE
  - ◆ #of Processors = 2,200
  - ◆ Built by Virginia Tech
- ◆ Speed Measures
  - ◆ 10,280

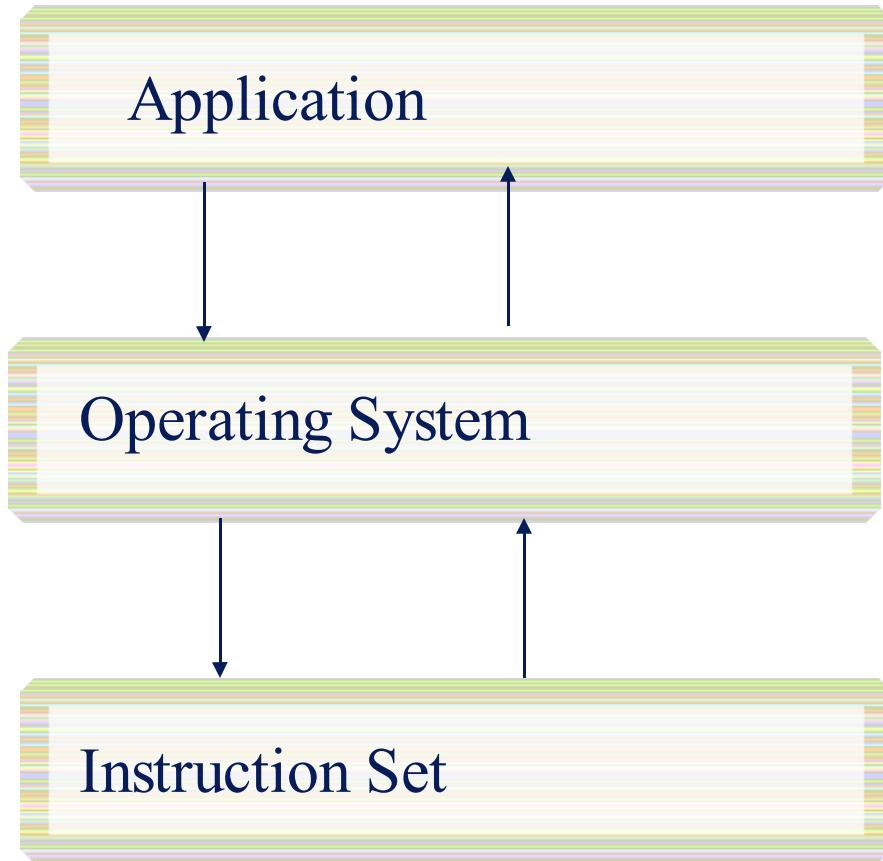
# *SuperComputer (Top500.org) – Canada*

- ◆ #29
- ◆ Site: IBM
  - ◆ Canada
  - ◆ Year = 2003
- ◆ Computer: pSeries 690 Turbo 1.3GHz
  - ◆ #of Processors = 864
  - ◆ Built by IBM
- ◆ Speed Measures
  - ◆ 2,310

# SuperComputer (Top500.org) – #500

- ◆ #500
- ◆ Site: MTU Aero Engines
  - ◆ Germany
  - ◆ Year = 2003
- ◆ PowerEdge 2650 Cluster P4 Xeon 2.4 GHz - Myrinet
  - ◆ #of Processors = 128
  - ◆ Built by Dell
- ◆ Speed Measures
  - ◆ 403.4

# Chips & OS – Server Implications



## ◆ Servers

- ◆ Linux/Unix
- ◆ Windows
- ◆ Other

# Chips & OS – Alternatives



- ◆ Open-Source
  - ◆ Applications
    - ◆ Sun's OpenOffice
  - ◆ Operating Systems
    - ◆ Linux
  - ◆ Firmware
    - ◆ Even at the chip level
  
- ◆ Another approach is Java
  - ◆ Assignment

# Sounds Chaotic?



- ◆ There are actually Committees that set standards
  - ◆ Examples:
    - ◆ ISO
    - ◆ IEEE

# Business ?



- ◆ Buy?
- ◆ Lease?
- ◆ Outsource?

# Architecture – New Paradigm

- ◆ Software Vendors
- ◆ Open Source



*Speaker*

David Bruce

# Linux

- ◆ Delayed due to the weather conditions.
  - ◆ Rescheduled
    - ◆ See Week#03

*Thank You*

## *Next Week*

- ◆ We will cover Networks
  - ◆ How computers are connected