

## **CS 2350 WSU Spr 13 30667**

### **Web Development ( Client Side Web Development using HTML, CSS, Javascript and jQuery)**

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**Office Hours: Every day after class in my C.S department office. (I'm also happy to meet with you at other times. Just contact me and make an appointment).**

#### **Course Description:**

This course provides an introduction to Internet programming and web application development. Subjects covered include basic web page design and dynamic web page development. The course will explore various technologies such as HTML, CSS, Javascript, and jQuery.

#### **Course Objectives and Outcomes:**

The goals of this course are to familiarize students with the client side technologies and techniques that are used for developing and presenting web pages. Students will become familiar with these technologies and techniques through hands-on work using HTML, CSS, JavaScript and jQuery. The client side programming competencies gained in this course will provide the skills students need to proceed onto the computer science department's advanced web programming class (where server-side and database programming are taught).

Students who have completed the course successfully will be able to create W3C compliant web pages using Notepad ++ (or another bare-bones text editor). They will be able to use CSS (cascading style sheets) to format and layout their web pages. They will be able to make their web pages interactive and dynamic through the use of JavaScript and jQuery to manipulate the DOM (Document Object Model). In addition they will use colors, images, and multimedia to add further visual refinements to their web pages.

In the process of becoming literate in basic client-side web technologies students will also become more familiar with techniques that they can leverage in various aspects of the software development life cycle. These techniques include the reading of specifications and the translation of those specifications into code, troubleshooting and resolving bugs in code and design, managing and maintaining a codebase on a web server, and refining aesthetic judgments so that completed Web pages conform to conventional notions of good layout and design.

#### **Accommodations**

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats, if necessary. For more information about the SSD, contact them at 801-626-6413, [ssd@weber.edu](mailto:ssd@weber.edu), or <http://departments.weber.edu/ssd/>.

## **Late Penalties**

Assignments are due by 11:59pm on the date specified in the assignments section of this syllabus (see below).

Late assignments are penalized by three points (one half letter grade) for every day they are late. For example if the due date is Sunday at 11:59pm and you turn the work in on Monday at 1am and your work was a 90 (A-), it will be downgraded to 87 ( B+). If you turn the work in on Tuesday at 5pm instead, the same 90 work would be downgraded to 84 (B).

## **Grading**

All work will be graded on a letter basis. Work (with a few exceptions) will not be graded on a curve. Here is the grading scale:

97-100 A+ (This grade is only given for work that goes above and beyond the requirements for the submission. It also is rarely given out before the ninth week).

94-96 A

90-93 A-

87-89 B+

84-86 B

80-83 B-

77-79 C+

74-78 C

70-73 C-

67-69 D+

60-66 D

<60 E

Grading will be based on submitted assignments, participation in online and class discussions, and some quizzes. To see the relative weights of these activities and their due dates visit [canvas.weber.edu](http://canvas.weber.edu), go to this course, and click on the assignments button.

## **Required (and optional) Materials**

*A simple text editor.* I will be using HTML-Kit and/or Notepad ++. They can be downloaded for free at <http://download-notepad-plusplus.com/> and <http://www.htmlkit.com/download/> (Use of a WYSIWYG editor like Dreamweaver is not allowed.)

*A Web Host Provider.* This is where you will be uploading and hosting your web pages. In this course your Web host provider will be Weber State Computer Science's Icarus Server. Instructions for gaining access and using the Icarus server are posted at <http://icarus.cs.weber.edu/>. During the first week of class we will go over how to use Icarus.

*Optional Text. Beginning HTML, XHTML, CSS, and JavaScript (Wrox Programmer to Programmer).* This is available at the campus store and is also available as a free pdf download at [http://www.danajeblean.com/Books/Beginning\\_HTML\\_XHTML\\_CSS\\_and\\_Java\\_Script.pdf](http://www.danajeblean.com/Books/Beginning_HTML_XHTML_CSS_and_Java_Script.pdf)

### **Cheating Policy:**

CS Department policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct.

The University affords you certain rights, including the right to challenge the accusation of cheating. The Dean of Students will explain these rights to you if you are accused of cheating.

How do I make sure I'm not "cheating?"

1. **Attribution/Citation:** If you use code that isn't your own make sure to provide comments that indicate where you got it from.
2. **Fair Use/Proportionality:** While it's ok to incorporate snippets of code that other students have posted, proportion is in order. A snippet of code is fine. Wholesale copying or posting of an assignment solution is not.
3. **Public Sharing/Transparency:** Whenever possible conduct your sharing via public postings on the LMS discussion board. Doing your sharing in public encourages mindfulness, transparency, and also ensures that no one is gaining an unfair advantage over their peers.

### **Assignments**

Assignments (and due dates) are listed and submitted in the Canvas learning management system. To log into the class in Canvas visit [canvas.weber.edu](http://canvas.weber.edu). After you are in the class click on the assignments or syllabus button.