CS 2350 - Web Development using XHTML, HTML 5/CSS3, JavaScript, and JQuery  
(Spring 2015 - Online Version)

General Information

Instructor: Richard C. Fry, PhD, Associate Professor of Computer Science  
Instructor Office Hours Online (via Google Hangouts): rich@richfry.com - By Appointment  
Email: rich@richfry.com (direct/fastest response) or rfry@weber.edu (forwarded)  
PLEASE DO NOT USE THE CANVAS MESSAGING SYSTEM – I DO NOT ALWAYS SEE IT!  

Course Website: http://canvas.weber.edu

Course Description

This course teaches skill development in web page programming including markup and scripting languages. Focus is on user interface and object oriented programming design. Students use Cascading Style Sheets (CSS), XHTML, HTML 5, JavaScript, and JQuery to design and implement interactive web pages. Hands-on assignments allow students to experience each topic discussed.

Course Objectives

Upon successful completion of this course, the student shall be able to demonstrate the following skills:

- Create a basic web page meeting XHTML 1.1 or HTML5 standards, and validate that webpage to W3C standards.
- Create a basic web page that uses inline styles and embedded styles.
- Create a basic web site using multiple pages all linked together.
- Create an external style sheet and a web page that links to that style sheet.
- Create a basic web page using with interactive forms and client side dynamic functionality.
- Create a basic web page that demonstrates a working knowledge of JavaScript including the use of conditional statements, arrays, and loops.

Relationship of Course to Weber State University's Computer Science Program Objectives

This course supports the achievement of the following ABET Accreditation program objectives:

- An ability to apply knowledge of math, science, and engineering.
- An ability to design and implement programs as well as to analyze and interpret code and data.
- An ability to design a system, component, or process to meet desired needs.
- An ability to identify, formulate, and solve computing problems.
- An ability to communicate effectively.
- The broad education necessary to understand the impact of computing solutions in a global and societal context.
- A knowledge of contemporary issues.
- An ability to use the techniques, skills, and modern computing tools necessary for computing practice.

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 this syllabus) in alternative formats if necessary.
Textbook & Required Materials

Note: There is not an official text book for this course, as a lot of material changes frequently and can be found freely on the web. I will provide very thorough video tutorials for each module as well as supplemental web links and readings to better understand the material and accomplish your assignments.

However, you’ll still need the following items:

- **An HTML Text (only) Editor:** You can get by with a simple text editor like WordPad or Notepad, but it will be very painful to edit the number of programs required in this course. I recommend [HTML Kit](http://html-kit.com) or [Notepad ++](http://notepad-plus-plus.org/) (for windows). There are very few free options for Mac (but if you have a recommendation, then post it on our discussion forum). **Note:** Use of WYSIWYG web-creation software, such as Microsoft Web Expression or Adobe Dreamweaver, is not permitted unless explicitly approved by the instructor. Any work done with the aid of such “drop and drag” software will result in a zero for that assignment. Be warned that pages created with web-development software are easily identified. If in doubt, ask first!

- **A Web Host Provider:** Either your own web host provider or an account on Weber State Computer Science Department’s [Icarus Server](http://icarus.web.cs.byu.edu). A student account should have already been set up for you, if you registered for class before January 5, 2015. If not, we’ll set one up for you the first week, and provide directions to everyone during the first week of class. **Under no circumstances should you share URL addresses with others in the class in order to prevent copying of materials** (see cheating policy below).

Cheating and Plagiarism Policy

Although cheating has many forms, I generally consider cheating to be any attempt to claim someone else’s work as your own. Any assistance provided and/or received on problem solving or programming assignments without being publically posted on our course website (so I know about it) is considered cheating...because I always assume you are doing your own original work. Also, any possession of materials from previous semesters is considered “cheating”. You are encouraged to assist other students whenever possible or cite internet website resources that provide help, but this help must be transparent, and posted via the discussion forum so everyone gets the same information. If you have any questions about this policy, please ask me.

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

Assignment Due Dates

My Online Class calendar week runs from SATURDAY to FRIDAY – providing you AT LEAST 7 days between new material being presented, and AT LEAST 14 days (including a weekend) to adequately complete assignments. However, the longer you wait to start each weeks’ material, the more overlap you’ll have – resulting in less time (and more stress) in completing assignments. To prevent overlap, I strongly suggest WORKING ONE WEEK AHEAD (pretending the due date is one week sooner). See example on next page. On the other hand, I find procrastinators who wait until the last couple of days to start learning (or an assignment), often encounter an emergency situation the last minute, and do not have enough time to adequately finish the work. You’ve been warned. Again, please work ahead!!
ONLINE COURSES MAY LEAD TO OVERLAP IN MATERIAL IF YOU ARE A PROCRASTINATOR AND WAIT UNTIL THE LAST DAY TO TURN IN AN ASSIGNMENT. PLEASE ALLOW YOURSELF ADEQUATE TIME BY ALWAYS STARTING ON SATURDAY.

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All Assignment due dates are clearly posted several weeks in advance. The posted due date (normally 11:59PM MST on a FRIDAY – easy to remember “FRY”day at midnight) is the absolute latest you can turn in an assignment for full potential credit. I will not accept late work for full credit under any circumstances (even emergencies). Late assignments are my pet peeve and are penalized 10% (1 minute to 12 hours late), 25% (13-24 hours late), 50% (25-48 hours late), 75% (49-72 hours) late, and not accepted after 3 days late. Again, with 40+ students in this class alone, I cannot afford to accept late work. No excuses. Do not procrastinate, and plan for contingencies. If you are a procrastinator, then I suggest you give yourself a deadline of a week earlier to give yourself even more cushion. Remember - no exceptions.

Grading Criteria

- 10 “In Depth” Assignments - worth 60% of your final grade
- 3 “Creative” Web Projects (multiple pages) you will build from scratch – worth 30% of your final grade
- 1 Multiple Choice Exam (graded on a curve) – worth 10% of your final grade

94-100 = A, 90-93 = A-, 88-89 = B+, 83-87 = B, 80-82 = B-, 78-79 = C+, 72-77 = C (minimum passing grade)

Complaining About Grades

I recognize and encourage a student's sacred right to complain about their grade. There are, however, a few rules under which such complaining should take place, and those students who don't follow the rules will be less successful in their complaints than those students who do follow the rules.

First, the only complaint that matters is that something got marked wrong when it was actually right. When you come to complain, be prepared to present, in explicit detail, what it is you did and why you think it is correct.

Second, complaints about a particular Assignment are only valid up to one week after the grade is assigned.
Calendar and Due Dates

(TENTATIVE – SUBJECT TO CHANGE!! ALWAYS VIEW THE LIVE CALENDAR FOR DETAILS)

- **January 10-16**: XHTML Markup and Validation.
  Assignment 1: Due NO LATER THAN Friday, January 23rd.
- **January 17-23**: Website Storyboarding. XHTML Images and Hyperlinks.
  Assignment 2: Due NO LATER THAN Friday, January 30th.
- **January 24-30**: Project 1 (XHTML) - Due NO LATER THAN Friday, February 6th.
- **January 31-Feb 6**: CSS Styling.
  Assignment 3: Due NO LATER THAN Friday, February 13th.
- **February 7-13**: CSS Layouts and Effects.
  Assignment 4: Due NO LATER THAN Friday, February 20th.
- **February 14-20**: XHTML Tables and Forms.
  Assignment 5: Due NO LATER THAN Friday, February 27th.
- **February 21-27**: HTML 5 / CSS 3.
  Assignment 6: Due NO LATER THAN Friday, March 6th.
- **February 28-March 6**: Project 2 (XHTML/CSS) - Due NO LATER THAN Friday, March 20th.
- **March 7-13**: SPRING BREAK
  MID-TERM EXAM (Material to Date): Take NO LATER THAN Friday, March 20th.
- **March 14-20**: JavaScript 1.
  Assignment 7: Due NO LATER THAN Friday, March 27th.
- **March 21-27**: JavaScript 2.
  Assignment 8: Due NO LATER THAN Friday, April 3rd.
- **March 28-April 3**: J-Query.
  Assignment 9: Due NO LATER THAN Friday, April 10th.
- **April 4-April 10**: J-Query 2.
  Assignment 10: Due NO LATER THAN Friday, April 17th.
- **April 11-17**: Project 3 (XHTML/CSS/JavaScript/J-Query). Due NO LATER THAN Friday, April 24th.