CS 2350
Web Development
Spring 2016

“Learning is essentially pleasurable.” – Kenneth Eble

Instructor        Robert Ball
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Email             robertball@weber.edu (Do not send me messages through canvas – I will not see them.)

Office Hours
Monday/Wednesday: 9:30am - 11:30am and 1:00pm – 1:30pm

Course Information
Where  TE 103D
When  Tuesday and Thursday from 11:30am – 1:20pm
Required Textbook


(Unofficial book): [http://www.w3schools.com/](http://www.w3schools.com/)

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.
What this course is NOT and the overall purpose

This course is NOT a design course. If you want to learn how to design web pages to look good take a design or art class. If you want to learn how to make web pages usable take the Human-Computer Interaction course (CS 3650).

The overall purpose of this course is to provide a basic level of skills for students to do web development. Some students will find this course very challenging while other will find it very easy depending on the background of the given student.

Lecture/Lab

The point of every class period is for you to learn programming concepts and apply them immediately. Simply listening to me will not be helpful. Classroom time will be interspersed with lecture and practical assignments. The point of every class is to engage you so that you learn. My purpose is not to simply “teach” – whatever that means – but to help you learn the material. As a result, please come prepared to work with your computer and learn.

Taking Notes

Please do not write down everything I say – I am not that important! The things that you write down should be the insights that you receive during class. A few keywords, a sentence, or even a picture that will help you remember what you just understood is the point behind note taking. Note taking for someone else is pointless because notes are individualistic and if done correctly will not make any sense to another person. Learning involves thinking and internalizing what you hear. Notes are written down personal insights that should help you remember what you learned.

Should you take notes? Yes! Note taking involves active learning. It makes you think, which in turn helps you be confused, which makes you ask questions, help you be curious, etc. If you aren’t taking notes then you probably are bored and not paying attention.

Attendance

Attendance is strongly encouraged. However, some students may find that they never need to attend and will do find. Others will find that constant attendance is very needed.

In my experience, if you do not attend class you will fail or do poorly in the course.

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.

**Allocated Time**

You should anticipate spending two to three hours of study per week for each credit hour of a university course. Computer and programming classes typically require time in the upper range.

**Cheating**

Students are expected to maintain academic ethics and integrity in regards to performing their own work. The WSU Student Code states clarifies cheating.

- Cheating, which includes but is not limited to:
  - Copying from another student's test paper;
  - Using materials during a test not authorized by the person giving the test;
  - Collaborating with any other person during a test without authority;
  - Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test, without authorization of the appropriate official;
  - Bribing any other person to obtain any test;
  - Soliciting or receiving unauthorized information about any test;
  - Substituting for another student or permitting any other person to substitute for oneself to take a test.

- Plagiarism, which is the unacknowledged (uncited) use of any other person or group's ideas or work. This includes purchased or borrowed papers;

- Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;

- Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;
e. Giving, selling or receiving unauthorized course or test information;
f. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise or activity;
g. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions;

*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.

Instructor Note: The most common form of cheating in programming courses is to “borrow” code from the Internet or copy code from a fellow student. To submit work that you did not create is cheating and will result in failure of the course. No matter how desperate the situation seems, a 0 on an assignment is better than an E for the course. Please do not cheat.

“I really, really need to get a C” policy
The most effective method for obtaining a C or above in this class is to submit assignments when they are due and to stay current with course topics. The curriculum is carefully designed to fit the number of course weeks. In order to uphold academic rigor and integrity, student grades must be based on the degree to which the course requirements listed in the syllabus are fulfilled. Extra credit assignments are not allowed. If you approach me anytime during the term claiming that special allowance should be made because you need a C to move forward in the program, graduate, receive financial aid, etc., I will decline your request and refer you to this clearly worded policy.

Other Important Information
Cell phones
Use the vibrate mode only. If you need to answer a call, please do so outside the classroom. Absolutely no text messaging allowed. If you must take an emergency call or page, quietly leave the classroom to conduct your conversation. We will be using computers in classrooms. Please ensure that all classroom computer activity is directly related to the lecture or assignment.

Emergency campus closure
In the event of an extended campus closure, I will continue to provide instruction by utilizing Canvas, the online course system. I will expect you to log in to the system on a regular basis to keep up with coursework. Assignments will be provided through the online system with clear due dates and expectations. Discussions will be made available to allow you to interact with other students and me about course material. I will check my Weber email on a daily basis should you need to communicate with me personally. It is imperative that I am able to contact you and that I have accurate contact info on you. You are responsible for checking your Weber e-mail or for having Weber messages forwarded to accounts you do check.
Accommodations for disabilities

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Service Center.

Grading

The final grade will be given based on points accumulated through exams and labs. Standard grading will apply:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Points</th>
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<tbody>
<tr>
<td>A</td>
<td>94-100</td>
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<tr>
<td>A-</td>
<td>90-93</td>
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<tr>
<td>B+</td>
<td>87-89</td>
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<tr>
<td>B</td>
<td>84-86</td>
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<tr>
<td>B-</td>
<td>80-83</td>
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<tr>
<td>C+</td>
<td>77-79</td>
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<tr>
<td>C</td>
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<tr>
<td>C-</td>
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<td>D+</td>
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<td>D</td>
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<td>D-</td>
<td>60-63</td>
</tr>
<tr>
<td>E</td>
<td>below 60</td>
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Due Dates

The official due date for every assignment is what is shown on Canvas. If Canvas shows that an assignment is due at 10am for a particular date for a particular assignment then that is when it is due. If you feel that what is shown on Canvas is wrong then please contact me immediately. If I announced in class a particular due date and time but Canvas shows another due date and time then Canvas is right and I am wrong. I find this helps students because Canvas is always available and I am not.

Late policy

I do not accept late work unless you have a very good reason. If you had an extenuating situation that required that you turn in your assignment late then you must talk to me in person about the situation.

I am extremely nice and flexible when people ask if they can turn in assignments early. Go for it! Turn everything in early!!

Required Materials

- **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 or Notepad ++ (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. A student account should have already been set up for you. If s, if you registered for class before May 4, 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).
**Assignments and Exams**

We will have approximately 10 assignments worth 75% of your grade. There will be two projects which will count for 15% of your grade each.

**Tentative Class Schedule and Course Outline**

The following class schedule is subject to change at any time.

<table>
<thead>
<tr>
<th>Week of</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aug 31</td>
<td>XHTML Markup and Validation</td>
</tr>
<tr>
<td>Sep 7</td>
<td>Website Storyboarding. XHTML Images and Hyperlinks.</td>
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<tr>
<td>Sep 14</td>
<td>XHTML</td>
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<tr>
<td>Sep 21</td>
<td>CSS Styling</td>
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<td>Sep 28</td>
<td>CSS Layouts and Effects</td>
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<tr>
<td>Oct 5</td>
<td>XHTML Tables and Forms</td>
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<td>Oct 12</td>
<td>HTML 5 / CSS 3</td>
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<td>Oct 19</td>
<td>HTML 5 / CSS 3</td>
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<tr>
<td>Oct 26</td>
<td>JavaScript</td>
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<td>Nov 2</td>
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<td>Nov 30</td>
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<tr>
<td>Dec 7</td>
<td>Final Exam Week</td>
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