# Syllabus

**CS 2350**  
**Fundamentals of Computer Programming**  
**Spring Semester 2017**

| Instructor: | Faith Satterthwaite  
**Phone:** (801) 668-4023 (call or text)  
**E-mail:** faithsatterthwaite@weber.edu  
**Office:** Davis Campus, D2 Room 308C  
**Office Hours:** Mondays 1:30 – 5:30 & Tuesdays 4:00 - 5:30  
**DO NOT contact me via Canvas. I will not get your message. PLEASE USE the email above and email me directly.** |
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<thead>
<tr>
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<tbody>
<tr>
<td>Classroom:</td>
<td>Davis Campus Building 2 225</td>
</tr>
<tr>
<td>Days/Time:</td>
<td>Mon/Wed 11:30 AM - 1:20 PM</td>
</tr>
</tbody>
</table>
| Textbook: | *Beginning HTML, XHTML, CSS, and JavaScript*  
Jon Duckett  
**ISBN:** 9780470540701  
**Note:** This book is primarily for reference of core concepts only. It does not cover everything in the class. Consequently, a lot of material related to web programming can be found freely on the web. In addition to the book and web resources, I will provide thorough video tutorials for each module as well as supplemental web links and readings to better understand the material and accomplish your assignments. |

You’ll also 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 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 not, we'll set one up for you the first week, and provide directions to everyone during the first few weeks of class. **Under no circumstances should you share URL addresses with others in the class in order to prevent copying of materials (see Academic Honesty policy).**

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

- Understand content-driving web development.
- Create a basic web XHTML 1.1 or HTML5 webpage that validates to W3C standards.
- Create a basic web page that uses cascading style sheets (CSS) – both external and embedded styles as well as the new CSS3 standards.
- Create a basic web page using with interactive forms and client side dynamic functionality.
- Demonstrate a basic, working knowledge of JavaScript including the use of conditional statements, arrays, loops, and navigating the Document Object Model (DOM) Hierarchy.
- Create a client side web site with multiple pages linked together.

**Class:** 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 XHTML, Cascading Style Sheets (CSS), HTML 5, JavaScript, and JQuery to design and implement interactive web pages. Hands-on assignments allow students to experience each topic discussed.

The class will partially use the “flipped classroom” method of instruction. Students will be assigned and expected to listen to/view the lectures for each week’s coursework prior to coming to class that week. The time in class will then be used to work on the assignment. This format allows the instructor more time for one-on-one instruction and for the students to receive more immediate feedback to questions as they complete the assignment. The objective of structuring the class this way is to increase understanding.

**Course Relationship to WSU’s Computer Science Program**

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

- An ability to apply knowledge of math, science, and engineering.
| Objectives:                          | • 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. |

| Homework Assignments:               | There will be an assignment and a discussion due each week. The assignments will be posted in the coursework folder on WSU Online. The due date for each assignment will be the Monday after it is assigned. Late assignments will be accepted for up to an additional week with a 10% penalty to provide for unforeseen circumstances. There will be an 8 hour grace period during which no late penalty will be assessed. No late assignments will be accepted after this additional week. Assignments count for approximately 65% of the final grade. |

| Participation:                     | This class will have weekly discussion topics. Each topic requires one response to the given topic, and one response to at least three posts from other classmates (minimum for four posts). Participation counts for 15% of you final grade. |

| Grading Rubric:                    | The programming assignments will be graded based on the following:  
• Does it compile and run? (50%)  
• Does it meet all of the requirements? (40%)  
• Is it properly commented and contains indentation and white space? (10%) |

| Website:                           | Supplementary information for the course is available on WSU Online at https://weber.instructure.com/courses/32356. |

| Projects:                          | There will be at two projects in lieu of exams for the course. They will be a compilation of what you have learned thus far in the class. Projects count for approximately 20% of the final grade, with each project counting for 10% of the final grade. |

<table>
<thead>
<tr>
<th>Grading Structure:</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Weekly Discussions/Participation</td>
<td>15%</td>
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<tr>
<td>Extra Credit:</td>
<td>Extra credit will not be offered in this class.</td>
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<tr>
<td>Accommodations for Disabilities:</td>
<td>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.</td>
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<tr>
<td>Course Fees:</td>
<td>Course fees for the Computer Science major are designed to cover the costs of lab equipment maintenance and replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors, and online instructional resources.</td>
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| Academic Honesty:   | *CS 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.*  

Academic dishonesty will not be tolerated in this class. There are no circumstances that would allow for cheating. Students are expected to maintain the highest standard of academic honesty in this class – such standards of integrity and academic ethics will carry through your careers. The WSU Student Code clarifies cheating, which includes, but is not limited to:  
1. Copying from another student's test;  
2. Using materials during a test not authorized by the person giving the test;  
3. Collaborating with any other person during a test without authorization;  
4. Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official  
5. Bribing any other person to obtain any test;  
6. Soliciting or receiving unauthorized information about any test;  
7. 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’s 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;
Giving, selling, or receiving unauthorized course or test information;
Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;
Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.

### Allocated Time:

This is a four-credit hour class. You should expect to spend two or three hours of study time per week for each credit hour of a university course. Computer science and programming classes typically require study time in the upper range.

### “I REALLY, REALLY NEED TO PASS” Policy:

The best and most effective way to pass this class is to submit assignments and class work on time, read the material, and take notes. If you complete and submit all assignments and class work on time, you should have no trouble passing this class. If you approach me at any time, asking for a special allowance to be made, and have not submitted all assignments and class work on time then, in the words of the great Gandalf the Grey, "You shall not pass!"
The curriculum in this class has been carefully designed to fit the number of weeks in this course. In order to assure the academic integrity and rigor of this course, student grades must be founded on the degree to which the course requirements are fulfilled.

### Grading Structure:

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<tr>
<th>Total Grade</th>
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<tbody>
<tr>
<td>Total Grade &gt;= 94%</td>
<td>A</td>
<td>74% &lt;=Total Grade &gt;77%</td>
<td>C</td>
</tr>
<tr>
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<td>80% &lt;=Total Grade</td>
<td>B-</td>
<td>60% &lt;=Total Grade</td>
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<tr>
<td>&gt;84%</td>
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<tr>
<td>77% (\leq) Total Grade &gt;80%</td>
<td>C+</td>
<td>Total Grade &lt;60%</td>
<td>E</td>
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*Incompletes can be given only in extraordinary circumstances.*

**Class Schedule and Course Outline**

See Canvas course to assignment schedule and course outline.