Syllabus – Web 1430

Course Description

Learn to code client side Javascript. The Javascript language is an essential building block for making Web pages that are dynamic. Topics covered include control structures, arrays and objects, functions, event handling, debugging in the browser, manipulating the DOM, form validation and processing, sending, receiving and processing JSON requests using fetch.

Contact Information

Email: lfernandez@weber.edu
Canvas Email: Click on Inbox
Phone: 801-626-7876
Office: EH 374

Course Outcomes

At the conclusion of the this course students will be able to create or have an understanding of the following:

- Client side Javascript coding
- Javascript data types, control structures, built-in objects.
- Javascript functions
- Javascript custom objects
- Using Chrome debugger
- Using Javascript to manipulate the DOM
- Using Javascript to send and receive data between a browser and a Web server.

Textbook/Textbook Resources

w3schools Javascript Tutorials

Javascript.info

Babtiste Pesquet, The JavaScript Way

The JavaScript Way

The JavaScript Way (in one doc)

*All of the above textbooks are free. If you want more than the above, you prefer short video tutorials, and you have $10 to spare, consider also Mosh's The Ultimate Javascript Mastery Series.

Tools

Code Editors

Try one or more of the following (free downloads available on the Web):

Brackets (available as a free download at brackets.io, install the "beautify" plug in)

Visual Studio Code

Sublime Text

Notepad ++

Atom.io

Cyberduck (available as a free download at Cyberduck.io)

JsBin (free accounts available at jsbin.com)

Glitch (free accounts at glitch.com)

Assignments/Tests

There are approximately 16 assignments in this course (this varies a bit each semester). Most of the semester you will do one assignment every week. However in the beginning of the semester more assignments will be assigned every week. And toward the end course you will generally have a week and half for every assignment.

There are practice tests in this course. They will help you prepare for the assignments. But they are not graded.

Grade Scheme

100- 95 A
94 - 90 A-
89 - 87 B+
86 - 83 B
82 - 80 B-
79 - 77 C+
76 - 73 C
72 - 70 C-
69 - 67 D+
66 - 63 D
62 - 60 D-
59 - 0 E

Customize a few learning modules

If you don't feel challenged or interested in the standard learning modules/assignments I have others to choose from in the course customization section. Check them out and if any of them seem engaging consult with me about substitutions. For example, if you have taken a data structures class and you really liked it I have a linked list assignment and a binary tree assignment that you might like.

Late Work

To do well in this course it's important to proceed at the pace that is suggested by the Canvas assignment due dates. 5 points will be deducted for a late submission.* This rule exists as an incentive to pace yourself appropriately. At the same time, 5 points is not a very large penalty. If you find that you can't complete an assignment by the deadline it's better to turn the assignment in late than submit something on time that isn't complete. Here are the two rules:

* Work is not penalized even after the due date if you submit before the "grace period" ends. The grace period is the amount of time between the assignment due date and the actual date/time when I start grading the assignment.

Time Commitment

As a general rule you should spend at least 3 hours per week per credit. This is a three credit class so at the minimum 9 hours a week.

Tips for Success

One cannot learn all of the material by just reading the material in the learning modules or in the online texts. Practice is critical when learning new software and programming languages. Successful students study the suggested reading material, tinker with the code snippets, and take the practice tests before charging into an assignment. If you are struggling with any concept post the question to the discussion (I monitor this closely). The number one thing you can do is ask questions when you don't understand something.

Technical Support

For assistance with Canvas or related technical issues, please call 626-6499. This phone is staffed Mon-Thurs from 8am - 5pm and Fridays from 8 - 4:30pm. A message can be left during non-business hours for a return call. Alternatively, students can send an email message to wsuonline@weber.edu

If you are having technical issues related to usernames/passwords, please call the Service Desk at 626-7777, or email csupport@weber.edu.

Accommodations for students with 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 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, or departments.weber.edu/ssd

Ethical Conduct

Any form of academic dishonesty (cheating, plagiarism, etc.) will not be tolerated. Proof of academic dishonesty will result in a failing grade (E) for the course. The following is an explanation of cheating as stated in the student code.

A. Cheating, which includes but is not limited to:
    i. Copying from another student's test;
    ii. Using materials during a test not authorized by the person giving the test;
    iii. Collaborating with any other person during a test without authorization;
    iv. 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
    v. Bribing any other person to obtain any test;
    vi. Soliciting or receiving unauthorized information about any test;
    vii. Substituting for another student or permitting any other person to substitute for oneself to take a test.
B. Plagiarism, which is the unacknowledged (uncited) use of any other person's or group's ideas or work. This includes purchased or borrowed papers;
C. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;
D. 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 Academic Cheating Policy

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.

Course Fee Statement

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.