

WEB 2620: ADVANCED CSS

CONTACT INFORMATION

PROFESSOR

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OFFICE HOURS

Tuesdays: 10:00–12:30

Thursdays: 1:00–3:30

Or by appointment, via Zoom.

COMMUNICATION (OUTSIDE OF CLASS):

If you have any questions about the course or need assistance, please schedule a visit during office hours using [Google Calendar](#).

If you need to talk to me outside of office hours, please email me and we will set a time.

COURSE DESCRIPTION

A deep knowledge of CSS properties and specifications is essential in client-side web development and design. This course will expand students knowledge of CSS by covering the following CSS properties: media queries, animation & transitions, transforms, grid layouts, flexbox, web fonts, shapes, variables, exclusions, and regions. Browser support, preprocessors, frameworks, and minification will also be discussed. Using these advanced CSS techniques student will design and implement a consistent user experience and the page layout of a web application.

COURSE OUTCOMES

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

- Create a responsive site design using media queries.
- Create a consistent typographic style using web fonts.
- Use gradients, animations, transitions and transforms for more compelling user experience.

- Integrate CSS preprocessors (SASS), asset management, and minification into the client-side development workflow.
- Create a site layout using a CSS framework.

GRADING

SCALE

A	93–100%
A-	90–92.9%
B+	87–89.9%
B	83–86.9%
B-	80–82.9%
C+	77–79.9%
C	73–76.9%
C-	70–72.9%
D+	67–69.9%
D	63–66.9%
D-	60–62.9%
E	Less than 60%

DISTRIBUTION

The final grade is broken down as:

- Assignments: 50%
- Exams: 25%
- Final Project: 25%

COURSE WEBSITE

WSU Online is where course modules, assignments, grades, and announcements will reside. It can be accessed from <https://canvas.weber.edu>. For Canvas-related technical support, please click the HELP link in the top right corner of your screen. You can also call WSU Online at (801) 626-6499 or email wsuonline@weber.edu.

All assignments and projects need to be submitted through Canvas, the university's learning management system. Canvas is also where you will find due dates, reading assignments and descriptions for all work each week.

ONLINE RESOURCES

READING

CSS in Depth (online and free)

By: Keith J. Grant

Publisher: Manning Publications

Pub. Date: March 2018

Print ISBN-13: 978-1617293450

Online: [Safari Books Online](#)

Pragmatic Guide to Sass 3 (online and free)

By: Hampton Lintorn Catlin; Michael Lintorn Catlin

Publisher: Pragmatic Bookshelf

Pub. Date: July 12, 2016

Print ISBN-13: 978-1-68050-176-6

Online: [Safari Books Online](#)

RECOMMENDED DEVELOPMENT ENVIRONMENT

This course requires the use of the same (simple yet powerful) development environment that professional web developers use. Such An environment involves the use of GitHub and the command-line and requires the following applications.

#	Application	MacOS	Windows
1	XCODE COMMAND-LINE TOOLS	√	
2	GIT FOR WINDOWS		√
5	NODE.JS	√	√
6	VISUAL STUDIO CODE	√	√

ONLINE RESOURCES

- [Emmet Cheat Sheet](#)
- [Can I Use?](#) (which platform/browser supports what feature?)
- [Sass](#) and [Sass Playground](#)
- [GitHub](#) and [Git Cheat Sheet](#)

LEARNING ACTIVITIES

This is an online class consisting of reading materials, videos (new and from past runs of this class), discussions, programming assignments, a final project, and two skill-checking tests. Students are expected to read the weekly-assigned materials, watch the videos, submit the assignments and the final project on time.

READINGS

Weekly reading assignments will be posted to Canvas. These readings may be from the reference books above or in the form of relevant online articles, tutorials, and/or blog posts. Students are highly recommended to read the assigned materials before coming to class.

ASSIGNMENTS

There will be 9 assignments accounting for 50% of the final grade. Assignments are released on Wednesdays and are due at 11:59 pm on Tuesdays. Late assignments will be accepted with a 10% penalty per day up to 5 days to provide for unforeseen circumstances. All assignments except for the first one are checked out and submitted via GitHub.

EXAMS

There will be two exams: one to test CSS skills and another to test Sass skills. Each exam is worth 12.5% of the final grade.

FINAL PROJECT

The final project is where you create a mobile-first responsive web site with a consistent look and feel using a CSS framework such as Bootstrap. It is worth 25% of the final grade.

TIME COMMITMENT

As a general rule, you should spend at least three times the number of credit hours assigned to the class. For example, this is a three-credit-hour class $3 \times 3 = 9$. You should expect to spend at least 9 hours a week working on this class.

TIPS FOR SUCCESS

One cannot learn all of the material by just reading the text; practice is critical when learning new software and programming languages. Successful students read the upcoming material ahead of time. They participate actively in class. If you are struggling with any concept, please come and see me during my office hours. The number one thing you can do is ask questions when you don't understand something.

SCHEDULE

The following is a tentative high-level weekly schedule of this class; it is subject to change at any time. Refer to Canvas for more details and due dates.

WEEK OF	TOPIC / ACTIVITY
AUG 24	Development environment; CSS review; Assignment 1
AUG 31	CSS Review: Selectors, Units, Specificity, The Box Model, Media Queries; Assignment 2
SEPT 7	Float Layout; Flexbox; Assignment 3
SEPT 14	Flexbox (continued); CSS Grid Layout; Assignment 4
SEPT 21	CSS Grid Layout (continued); Exam 1 – CSS Skills
SEPT 28	Sass Basics; Sass Values; Assignment 5
OCT 5	Advanced Sass Features; Assignment 6
OCT 12	Exam 2 – Sass Skills; Assignment 7
OCT 19	Bootstrap; Final Project Ideas

OCT 26	Bulma; Assignment 8
NOV 2	Gradients; Transforms; Transitions; Animations; Assignment 9
NOV 9	Final Project Proposal: Figma
NOV 16	Final Project
NOV 23	Final Project
NOV 30	Final Project

COURSE POLICIES

STUDENT EXPECTATIONS IN GENERAL AND DURING COVID

Please refer to the following resources for information about the university's expectations for Fall 2020:

- [Student Expectations for Fall 2020](#)
- [Digital Addendum to Course Syllabi](#)

EXTRA CREDIT

Please don't ask for extra credit.

LATE POLICY

Exams cannot be made up unless arrangements are made to take them ahead of time. Late assignments will be accepted with a 10% penalty per day up to 5 days to provide for unforeseen circumstances.

INCOMPLETE GRADES

An "Incomplete" may be given only when the student, having satisfactorily completed approximately 80% of the required work, is unable to complete the classwork for a legitimate reason (such as illness or accident) and can reasonably finish on his/her own.

COURSE FEES

Course fees 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.

TECHNICAL SUPPORT

For assistance with Canvas or related technical issues, please call 626-6499. This phone is staffed Mon-Thurs from 8 am - 5 pm and Fridays from 8 - 4:30 pm. You can leave a message 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.) is unacceptable. 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.

1. Cheating, which includes but is not limited to:
2. Copying from another student's test;
3. Using materials during a test not authorized by the person giving the test;
4. Collaborating with any other person during a test without authorization;
5. 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
6. Bribing any other person to obtain any test;
7. Soliciting or receiving unauthorized information about any test;
8. Substituting for another student or permitting any other person to substitute for oneself to take a test.
9. Plagiarism, which is the unacknowledged (uncited) use of any other person's or group's ideas or work. This includes purchased or borrowed papers;
10. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;
11. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;
12. Giving, selling, or receiving unauthorized course or test information;
13. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;
14. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.