WEB 2620: ADVANCED CSS
3 CREDIT HOURS - FALL 2021 - ONLINE

COURSE SYLLABUS

INSTRUCTOR

Abdulmalek Al-Gahmi, PhD

CONTACT INFORMATION

Office: CAE 166

Email: aalgahmi@weber.edu (***Use this email instead of Canvas Inbox***)

OFFICE HOURS (ONLINE)

Mon/Tue: 10:00am – 11:15pm

Wed: 10:00am – 12:30pm

Zoom URL: https://weber.zoom.us/j/95044844491

PRE-REQUISITES

WEB 1400 or CS 2350

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.

LEARNING OBJECTIVES

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

- 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.
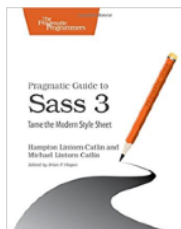- Create a site layout using a CSS framework.

LEARNING RESOURCES

TEXTBOOK

The following textbooks will be used in this course; they are available online.
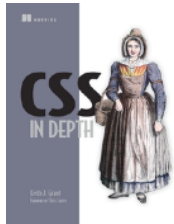
CSS in Depth
By: Keith J. Grant
Publisher: Manning Publications
Pub. Date: March 2018
ISBN: 978-1-617293450

Available for free in O'Reilly Safari Learning Platform via the library

By: Hampton Lintorn Catlin; Michael Lintorn Catlin
Publisher: Pragmatic Bookshelf
Pub. Date: July 2016
ISPN: 978-1-680501766

Available for free in O'Reilly Safari Learning Platform via the library

CANVAS

Canvas 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.

TUTORING

Available tutoring hours can be found at this schedule.

RECOMMENDED DEVELOPMENT ENVIRONMENT

This course uses the following software applications to set up a simple development environment that exposes students to essential tools/skills like GitHub, and the command-line.

- Text editor: Visual Studio Code
- JavaScript: Node.js
- Git: XCode Command-line Tools (MacOS) or Git for Windows (Windows)

ONLINE RESOURCES

- Emmet Cheat Sheet
- Can I Use (which platform/browser supports what feature?)
- Sass and Sass Playground
- GitHub and Git Cheat Sheet
- Servless web hosting: https://www.netlify.com

LEARNING ACTIVITIES

READINGS (LEARNING)

Weekly reading assignments will be posted to Canvas. Students are highly recommended to read the assigned materials ahead of time.

PRACTICE ACTIVITIES (PRIMARILY LEARNING)

There will be 10 practice activities to help solidify your understanding of the course material and prepare you for assignments. These activities are released on Mondays and are due in a week. They are worth 15% of the final grade.

ASSIGNMENTS (LEARNING AND ASSESSMENT)

There will be 8 assignments accounting for 45% of the final grade. The assignment with the lowest grade will be dropped. All assignments are GitHub assignments and come with starter code.

PROJECT (LEARNING AND ASSESSMENT)

There will be one individual project to be worked on in the second half of the semester that is worth 20%. This is where you put everything (HTML, CSS, and Javascript) you learned in this course together. Project ideas/proposals will be finalized after Exam 1, with implementation happening in the second half of the course.

EXAMS (ASSESSMENT ONLY)

There will be two exams: exam 1 testing your HTML/CSS skills and exam 2 testing your Javascript skills. Each exam is worth 10% of the final grade.

GRADING

SCALE

The final grade will be calculated based on the following scale with the passing grade being C or above.

A:	100 – 94	A–:	<94 – 90		
B+:	<90 – 87	B:	<87 – 84	B–:	<84 – 80
C+:	<80 – 77	C:	<77 – 74	C–:	<74 – 70
D+:	<70 – 67	D:	<67 – 64	D–:	<64 – 60
E:	<60				

DISTRIBUTION

The final grade is broken down as:

15% Practice activities	45% Assignments	20% Project	20% Exams

POLICIES/STATEMENTS

EXTRA CREDIT

No extra credit is available beyond what is already specified above.

LATE POLICY

Exams and projects cannot be made up unless arrangements are made to take/ submit them ahead of time. Activities and assignments cannot be late for more than 5 days. Late activities/assignments will be accepted with a 10% penalty per day up to 5 days to provide for unforeseen circumstances.

ACCOMMODATIONS FOR SICK STUDENTS

Students who are sick or need to be in quarantine for an extended period must stay at home and not attend in-person classes. Reasonable accommodations may be provided to these students upon request.

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. An online class is not easier; it is harder. You have to do more reading and learning on your own.

TIPS FOR SUCCESS

- One cannot learn a new programming language by just reading textbooks; practice is key.
- The most effective way to get a C or above in this class is to stay current with the course topics and submit assignments on time. Your grades will be based on the degree to which you fulfilled the requirements of this course and not on you "needing" to get a C or above.

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.

ACADEMIC DISHONESTY

Students are expected to maintain academic ethics and integrity in regards to performing their own work. The WSU Student Code specifically prohibits the following activities:

a. Cheating, which includes but is not limited to the following examples:
   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;
   viii) Knowingly obtaining academic credit for work that is not one's own regardless of the source of the work;
   ix) Knowingly involved in arranging fraudulent academic credit or false transcripts.
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.

School of Computing 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.

ACCOMMODATIONS FOR DISABILITIES

Any student requiring accommodations or services due to a disability must contact Disability Services in Room 181 of the Student Services Center (or Room 256 at the Davis Campus). Disability Services can also arrange to provide course materials (including this syllabus) in alternative formats upon request. You can also call 801-626-6413 (Ogden) or 801-395-3442 (Davis) or visit http://www.weber.edu/ssd for more details.

DISCLAIMER

The instructor reserves the right to make changes to this syllabus, as he sees fit, anytime during this class.

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	Assessment
1	Aug 30	Syllabus; Tools (Editor, Git, Node.js, NPM)	#1	
2	Sep 6		#2	Assignment 1
3	Sep 13	CSS Review	#3	Assignment 2
4	Sep 20	The Flexbox; The CSS Grid Layout; Advaced CSS3 topics	#4	Assignment 3
5	Sep 27		#5	Assignment 4
6	Oct 4		#6	Assignment 5
7	Oct 11			Exam 1
8	Oct 18	Sass	#7	Assignment 6
9	Oct 25		#8	Assignment 7
10	Nov 1			Exam 2
11	Nov 8	Bootstrap	#9	Assignment 8
12	Nov 15		#10	
13	Nov 22	Project		
14	Nov 29			
15	Dec 6			