Syllabus

To-Do Date: Jan 7 at 11:59pm

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 AJAX, asynchronous programming

Contact Information

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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 and debugging.
- Using Javascript to make Web 2.0 Web Pages
- Using Javascript to send and receive data between a browser and a Web server.

Textbook/Textbook Resources

w3schools Javascript Tutorials   **(https://www.w3schools.com/js/js_intro.asp)**

Babtiste Pesquet, The JavaScript Way

The JavaScript Way   **(https://github.com/bpesquet/thejsway)**

(https://github.com/bpesquet/thejsway) The JavaScript Way (in one doc)
(https://gittobook.org/books/116/thejsway)

Modern Javascript : Develop And Design
9780321812520
By Ullman, Larry
Published By Peachpit Press
Publication Date: Feb. 17, 2012

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)

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/Class Participationg

There are about 1700 points one can accumulate in the course (it varies a bit semester to semester) by doing the following assignments/tests/minilabs:

There are approximately 13 coding assignments. (Unless otherwise indicated expect to submit one a week through the semester) Most assignment are worth 100 points.

1 Midterm online test (worth 100 points)

1 Final online test (worth 100 points)

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

Extra Credit

I will occasionally give extra credit. It will most often replace portions of an assignment. Please don't ask for extra credit.

Late Work

To do well in this course it's important to proceed at a steady pace; you won't learn it very well if you try to cram it all in during a compressed period of time. For that reason penalties WILL be applied for late work. Here are the four rules:

> 1) 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. (Warning: I often stay up late. So there's no guarantee I won't start grading two minutes after the 11:59pm submission times!)

> 2) Work that is submitted after the grace period but less than seven days late will not be scored higher than an A- (90 points on a standard 100 point assignment).

> 3) Work that is over seven days late will not be scored higher than a low B+. (87 points on a standard 100 point assignment).

> 4)Work that is over 14 days late will not be scored higher than a C+. (77 points on a standard 100 point assignment).

Time Commitment

As a general rule you should spend at least twice as much time studying outside of class as in 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 see me during my office hours. 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.