## CISC-103: Web Applications using Computer Science

**Instructor:** Debra Yarrington
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**Web Site:** http[://www.eecis.udel.edu/~yarringt/103](http://www.eecis.udel.edu/~yarringt)

**Office:** 411 Smith Hall

**Class Time:** MWF 10:10 – 11:00

**Lab Times:** 020 F 11:15 – 12:05pm

 021 F 12:20 – 1:10pm

 022 F 1:25 – 2:15pm

**Lab Location:** Memorial Hall 028

**Prerequisites:** None

COURSE DESCRIPTION

This course teaches basic Web Applications using computer science. In this course you will learn basic computer science principles through the use of HTML and CSS and by programming in JavaScript. This course also offers a basic introduction to Adobe Photoshop and Adobe Dreamweaver.

COURSE OBJECTIVES:

By the end of course, you should be able to do all of the following.

* Create simple web pages by hand editing HTML, CSS and JavaScript files.
* Identify the syntax and semantics of the most important HTML elements.
* Explain various aspects of validation of web documents, including:
	+ - the benefits of writing "valid" HTML
		- identifying and avoiding common validation errors in sample HTML code
* Explain basic techniques for making web pages accessible to users with different disabilities
* Use various syntax features of the CSS language.
* Explain the difference between static and dynamic web pages.
* Demonstrate an understanding of basic programming skills in JavaScript, including:
	+ - writing functions
		- using variables
		- using arrays
		- using control structures including if/else if/else and loops.
* Distinguish between array values and array indices.
* Distinguish between a web client and a web server
* Demonstrate why and how to include comments in HTML,CSS and JavaScript code.
* Explain what an object is in JavaScript, and demonstrate a basic understanding of DOM relationships such as parent and child elements through JavaScript code.
* Develop and edit image files using Adobe Photoshop
* Develop and edit web pages using Adobe Dreamweaver

EQUIPMENT NEEDED:

* **A laptop that you can bring to class**. In this class you will be working with a partner for many in-class assignments. At least one of you **must** have a charged laptop that you can and will be expected to bring to class regularly. Get used to it. Not bringing your laptop is not an excuse not to work, or to leave class.
* **Suggested: A jump/flash memory drive**. You’ll want to save a copy of each lab. If you are using the University’s computers, I suggest bringing a flash drive to lab - certain labs are too large for many email programs.

**CLASS RULES:**

1. **Failing all three exams is automatic failure in this course, regardless of lab scores**
2. **If you don’t attend class, don’t expect to pass this course**
3. **All labs and projects must be uploaded to the University’s web server and the URL submitted via Sakai (if you don’t know what this means, you will after the first week or so of class)**
4. **All grades must be contested within 2 weeks of being returned. After that they stay final.**

**ATTENDANCE POLICY:**

* **Lab attendance is MANDATORY** See **Lab** section for details.
* Attendance in lecture is expected. You are responsible for anything taught or announced in lecture. In the event that you must miss class, it is your job to coordinate with your partner and find out what is going on without extra help from me. **This includes class notes!** If you need extra help, I expect to see you in office hours.

EMAIL:

Email is the only consistent method of communication I have with the entire class. It is imperative that you know that you are receiving mail from the class list. Anything mailed at least 24 hours prior is considered your responsibility to know. It may be very helpful to check email before, during or after any unusual event (i.e. power outages, snow, tests, holidays) Check the UD Homepage for any University wide cancellations.

**LABS:**

You may need to complete the lab assignments outside of class time; if you do not have the necessary software on your computer, you may either come in and use a free machine in your lab or use another PC lab on campus that has compatible software.

**Learn your Section number and the name and email address of your TA!**

**Lab session attendance:**

**Lab attendance is REQUIRED!**

Lab session attendance is mandatory.

A place is reserved for you during lab time. It is the only time you can be GUARANTEED access to a machine, the lab materials, the software and the Teaching Assistant (TA). *To receive full credit for attendance, you must attend the lab session until you have COMPLETED the lab being worked on that day, NOT the one that is due. If you leave early without turning in that day’s lab, it will be considered an absence.*

Keep your TA informed about planned absences. Send email just prior to or immediately after any absence from LAB, even if you’ve told the TA ahead of time. This makes record keeping so much easier.

**You are allowed 3 absences** from lab. If you miss more than 3 labs, you will receive a 0 for lab attendance. You are still required to turn in the lab assignment by the due date. Notes attesting to visits to the infirmary will NOT result in an excused absence from lab.

**Lab assignments:**

**Labs are due Thursday at midnight unless otherwise instructed.**

Labs turned in after the due date are considered late. For each day late, you will lose an additional 10%. Labs will not be accepted after 7 late days.

***IMPORTANT - Keep all labs available until the end of the semester as proof in case there is a problem.***

**EXAMS:**

Attendance is MANDATORY for all exams. Exams cannot be taken later. If you have an excused absence, your other exams will be weighted extra. If an exam is missed because of an unexcused absence a score of 0 will be included in the computation of the final grade.

The Final Exam is **cumulative**. Final Exam Schedules are not known until halfway into the course. *Do not plan to leave before the end of exam period.* This class has often had its final on the last possible day.

***ACADEMIC DISHONESTY:***

Collaboration with others in the class is ENCOURAGED for any in-class work. Copying anyone’s work is considered Academic Dishonesty and will be prosecuted.

Collaboration of any kind is PROHIBITED during Exams.

Copying any other person's work (off the Internet, for example) without proper acknowledgment is plagiarism, a serious offense, and the one most common to computer science courses.

Anyone that aids another student in copying or with work that is expected to be done without collaboration is as guilty as the person who seeks help. Both will be prosecuted. It is strongly recommended that you familiarize yourself with the University's Policy of Academic Dishonesty.

Please be advised that the University of Delaware Academic Honesty & Dishonesty Policy is taken seriously by this Instructor and NOTE WELL that it will be followed in the conduct of this course. This policy covers all forms of

* Plagiarism, including “copying, or allowing another student to copy, a computer file that contains another student’s assignment, and submitting it, in part or in its entirety, as one’s own”;
* Fabrication, including “submitting as your own any academic exercise (e.g., written work, printing, sculpture, etc.) prepared totally or in part by another”;
* Cheating, including “copying from another student’s test paper, allowing another student to copy from a test paper, collaborating on a test, quiz, or other project with any other person(s) without authorization”; and
* Academic Misconduct, including “other academically dishonest acts such as … taking part in obtaining or distributing any part of an unadministered test”.

**Course Assignments:**

All course material will be posted to the course Web site <http://www.eecis.udel.edu/~yarringt/103>

**Grading:**

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|  **GRADING:**Uploading /Adobe Labs/Homework 11%Web Site 13% Lab Attendance 2% JS Labs/Project/Homework 26%Exam 1 14%Exam 2 14%Final Exam 20%**TOTAL POSSIBLE 100%**  | **Total % --Grade**>=95% -- A>=90% -- A->=87% -- B+>=83% -- B>=80% -- B->=77% -- C+ >=73% -- C>=70% -- C->=67% -- D+>=63% -- D>=60% -- D- |

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| **Week of** | **Tentative Course Schedule** |
| Sept 1 | Syllabus /Internet Basics  |
| Sept 7 | Internet Basics/HTML Template, basic tags, tables (hwk 1, due Sun, Sept 13)Monday: Labor Day Holiday. No classes |
| Sept 14 | HTML: , tables, images, links, forms (hwk 2 due Sun, Sept 20)*Sep 15: Last day to add a course* |
| Sept 21 | HTML: forms (hwk 3 due Sun, Sept 27)CSS: Adding CSS, text styling, borders, margins, padding, background images |
| Sep 28 | CSS: Div, Span, Class, Id, positioning (hwk 4 due Sun Oct 4) |
| Oct 5 | **Web Site** (***Due Wed, Oct 7***) |
| Oct 12 | ***Exam 1 (Mon, Oct. 12)***JavaScript: write, variables, prompt, if branching Oct 15: Freshmen Midterm Grades Posted |
| Oct 19 | JavaScript: if branching, random numbers, Arrays, (hwk 5, due Oct 25) |
| Oct 26 | JavaScript: random numbers Arrays, getElementById, innerHTML, *Oct 27: Last Day to withdraw without penalty* |
| Nov 2 |  JS getElementById, innerHTML, confirm, comments  |
| Nov 9  | JS comments, debugging, functions, calling Functions  |
| Nov 16 | **Exam 2 (May be any time this week)**JS: functions, parameters, loops  |
| Nov 23 | *No Classes: Thanksgiving Break* |
| Nov 30 | JS: loops  |
| Dec 7 | JS: final project  |
| Dec 14 | **Finals***Dec 19: Last day of Final Examinations* |

**CISC-103Lab Schedule**

***(Do not delete any graded work until after the semester and you know your final grade!)***

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| **Date** |  | **Lab** | **Due Date** |
| **Sep 4** | **Lab 1** | **Uploading Lab** | **Sept 10** |
| **Sept 11** | **Lab 2** | **Color Lab** | **Sept 17** |
| **Sept 18** | **Lab 3** | **Photoshop Lab 1** | **Sept 24** |
| **Sept 25** | **Lab 4** | **Photoshop Lab 2** | **Oct 1** |
| **Oct 2** | **Lab 5** | **Photoshop Lab 3** | **Oct 8** |
| **Oct 9** |  | **No Lab** |  |
| **Oct 16** | **Lab 6** | **Dreamweaver Lab 1** | **Oct 22** |
| **Oct 23** | **Lab 7** | **Dreamweaver Lab 2** | **Oct 29** |
| **Oct 30** | **Lab 8** | **Programming Lab 1** | **Oct 30** |
| **Nov 6** | **Lab 9** | **Programming Lab 2** | **Nov 5** |
| **Nov 13** | **Lab 10** | **Programming Lab 3** | **Nov 19** |
| **Nov 20** |  | **No Lab** |  |
| **Nov 27** |  | **Thanksgiving week** |  |
| **Dec 4** |  | **Project Lab 1** | **Dec 10** |
| **Dec 11** |  | **Project Lab 2** |  |
| **Dec 18** | **Optional** | **Final Project Help** |  |