

# **CISC-103: Web Applications using Computer Science**

**Instructor:** Debra Yarrington

**Email:** [yarringt@udel.edu](mailto:yarringt@udel.edu), @eecis.udel.edu, @agora-net.com (all will work)

**Web Site:** <http://www.eecis.udel.edu/~yarringt/103>

**Office:** 411 Smith Hall

**Class Time:** MWF 10:10 – 11:00

Class Location: 102 Gore Hall

**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. 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)
3. All grades must be contested within 2 weeks of being returned. After that they stay final.

## COMMON COURTESY:

1. If you will miss lab (excused or unexcused), email your TA to let her/him know
2. Leaving in the middle of class for any reason is extremely rude and disruptive to your fellow classmates and to me. If you must leave early and you know ahead of time, let me know and sit as close to the door as possible so that you can leave with the least amount of disruption.
3. If you don't attend class, don't expect to pass this course

## 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!**

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. 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:**

<b><u>GRADING:</u></b>		<b><u>Total % --Grade</u></b>
Uploading /Adobe Labs/Homework	12%	>=95% -- A
Web Site	13%	>=90% -- A-
Lab Attendance	2%	>=87% -- B+
JS Labs/Project/Homework	25%	>=83% -- B
Exam 1	14%	>=80% -- B-
Exam 2	14%	>=77% -- C+
Final Exam	20%	>=73% -- C
		>=70% -- C-
		>=67% -- D+
		>=63% -- D
		>=60% -- D-
<b>TOTAL POSSIBLE</b>	<b>100%</b>	

Week of	Tentative Course Schedule
Aug 29	Syllabus /Internet Basics
Sept 5	Internet Basics/HTML Template, basic tags, tables (hwk 1, due Sun, Sept 11) <i>Monday: Labor Day Holiday. No classes</i>
Sept 12	HTML: , tables, images, links, forms (hwk 2 due Sun, Sept 18) <i>Sep 13: Last day to add a course</i>
Sept 19	HTML: forms (hwk 3 due Sun, Sept 25) CSS: Adding CSS, text styling, borders, margins, padding, background images
Sept 26	CSS: Div, Span, Class, Id, positioning (hwk 4 due Sun Oct 2)
Oct 3	JavaScript Intro <b>Web Site (Due Fri, Oct 7)</b>
Oct 10	<b>Exam 1 (Wed, Oct. 12)</b> JavaScript: write, variables, prompt, if branching <i>Oct 14: Freshmen Midterm Grades Posted</i>
Oct 17	JavaScript: if branching, random numbers, Arrays, (hwk 5, due Oct 23)
Oct 24	JavaScript: random numbers Arrays, getElementById, innerHTML, <i>Oct 25: Last Day to withdraw without penalty</i>
Oct 31	JS getElementById, innerHTML, confirm, comments
Nov 7	JS comments, debugging, functions, calling Functions
Nov 14	<b>Exam 2 (May be any time this week)</b> JS: functions, parameters, loops
Nov 21	<i>No Classes: Thanksgiving Break</i>
Nov 28	JS: loops
Dec 5	JS: final project
Dec 12	<b>Finals</b> <i>Dec 17: Last day of Final Examinations</i>

### CISC-103Lab Schedule

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

Date	Lab	Due Date
Sep 2	Lab 1 Uploading Lab	Sept 8
Sept 9	Lab 2 Color Lab	Sept 15
Sept 16	Lab 3 Photoshop Lab 1	Sept 22
Sept 23	Lab 4 Photoshop Lab 2	Sept 29
Sept 30	Lab 5 Photoshop Lab 3	Oct 6
Oct 7	Optional Help Lab	
Oct 14	Lab 6 Dreamweaver Lab 1	Oct 20
Oct 21	Lab 7 Dreamweaver Lab 2	Oct 27
Oct 28	Lab 8 Programming Lab 1	Nov 3
Nov 4	Lab 9 Programming Lab 2	Nov 10
Nov 11	Lab 10 Programming Lab 3	Nov 17
Nov 18	No Lab	
Nov 25	Thanksgiving week	
Dec 2	Project Lab 1	
Dec 9	Project Lab 2	