

# **INTRODUCTION TO WEB APPLICATION DEVELOPMENT**

**KARIM ALIBHAI**



# TODO :

- Get to know each other
- A welcome to the course
- Your cumulative projects
- **Lesson 1:** What on Earth is a web app?
- **Lesson 2:** How Web Servers Chat
- **Lesson 3:** The Black Screen with the Green Text



# INTRODUCTIONS

- Your name
- Your current/future career path
- Something you are passionate about
- An interesting fact about your passion that the average person wouldn't know

# THE CATCH

- Everyone will be assigned a random partner.
- You must introduce your partner, not yourself.

**BEGIN:**  
**00:10:00.**

**TIME'S UP!**

# TEACHING ASSISTANTS

- Diana Dai
- Farhan Kanjiyani
- Jeff Peng

# DIANA DAI

- Studying Computer Science.
- I <3 \_.
- TODO: interesting fact.



# FARHAN KANJIYANI

## (@FARHAN5498)

- Studying Business & Computer Science.
- I <3 Video Games & Technology.
- TODO: interesting fact.

# JEFF PENG

## (@JEFFTHEHAUTBOIS)

- Studying Electrical Engineering.
- I <3 \_.
- TODO: interesting fact.

**TEACHER**

**KARIM ALIBHAI (@KARIMSA)**

# WHO AM I?

- My name is Karim. (?!)
- I'm a Developer.
- I <3 JavaScript, W3, & teaching.
- Although JavaScript is a web language, it can be used to create:
  - robots
  - complex AIs
  - mobile & desktop apps

**WELCOME!**

# PACE

- In-class teachings will keep up with class average.
- TAs are present for the purpose of helping students who would like extra help.
- TAs as well as the teacher will be available via email outside of class time to answer questions.

# ASSIGNMENTS

- There will be regular assignments to help you learn to properly apply the lessons.
- All assignments are mandatory.
- There are supplemental exercises for people that would like extra practice.
- There are advanced exercises for people that would like to challenge themselves.

# READINGS & QUIZZES

- There will be regular readings **required** to keep up with the course.
- There will be **no quizzes**.
- Whenever possible, we will live code projects together.
  - Every person will be responsible for creating a separate part of the project.
  - Due to this, *if you do not keep up with readings, your **entire** group will suffer.*



# CUMULATIVE PROJECT

- The best practice for a working environment is a working environment.
- Think of a family member or friend that would benefit from a web application.
- Either contact this person and ask if you can create it for them,
- or create it just for fun.

# REQUIREMENTS & TIME SPENT

- You may work in pairs of two or alone.
- There will be time after some classes to work on your projects.
- You must also work on your projects at home.
- Try to incorporate as many of the lessons you learn as possible.

# THE GRAND PRIZE

- The top 3 projects will receive a *secret grand prize*.