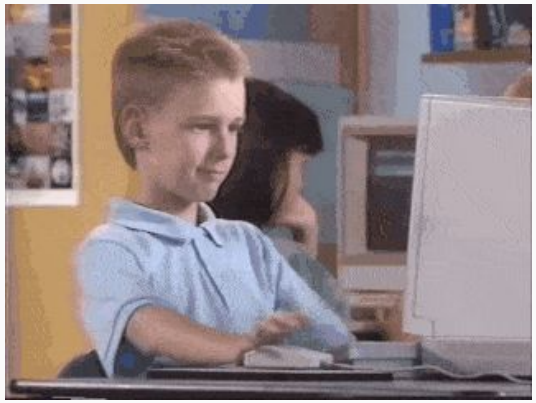
CSC309 - Winter 2017

Lab - Programming On The Web

Welcome



The aim of these labs is to work in sync with the class lectures to give you hands on experience on building web apps.

Two important notes regarding labs this term:

- All labs will be followed by a small quiz which needs to be handed in at the end of the lab. These quizzes will carry significant weight towards total marks **(~15%)** for this course. It might be a good idea **NOT** to skip labs.
- The final submission for the course will be a project and we intend to start on the final project from this lab itself. Start thinking about your potential team-mates.

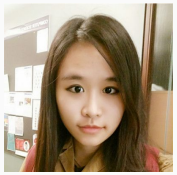
Know Your TAs

Feel free to reach us at csc309ta@teach.cs.toronto.edu

Benett Axtell

Brian Huang

Candice Lin



Jiannan Li

Nishant Arora

Theresa Ma

Willie hwc

Working In Labs

- Each Lab starts with a 20 min live coding or a presentation session by your TA. This will cover explaining the topics covered in the lab.
- This will be followed by a 10 min quiz.
- The remaining time will be devoted to discussing any doubts faced in class or previous labs or the project work.
- You'll have a coding task for each lab, that will be submitted as pull request on github (this will be explained later.)

Expectations

- The labs for this course are instantly gratifying. You'll be able to see the results of what you implemented instantly. Which makes it kinda fun.
- Make use of our experience as Web Devs and ask away your questions.
- Complete the projects/assignment code to the best of your ability.
- Follow Style Guides, e.g Google JS styleguide.
- Keep yourself updated about the latest trends in Web Programming, the landscape is changing faster than ever.

Let’s Talk Project Ideas and Practices

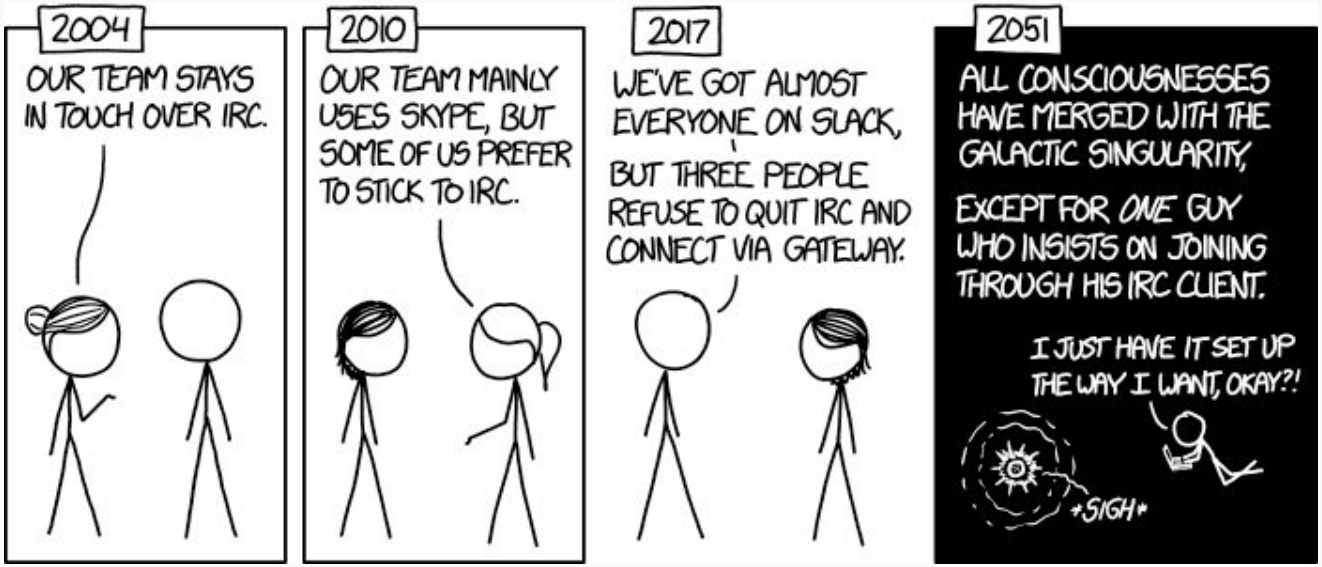
Good

- Rethinking/Improving existing school tools, like TA application systems.
- Productivity Tools, rethinking calendars or to-do lists.
- Startup Style projects, if your idea can be explained in three words.
- Web Apps that appeals to larger audience.
- Consider the MVP (Minimum Viable Product) approach.
- Think in terms of representing data efficiently which makes the job easier.

Bad

- Complicated Games that require a lot of understanding. Basically any project that cannot be presented in <5 mins is bad.
- Trying to cover a large number of interactions, i.e. projects that become too huge to complete in this course.
- Web Security, though important is a course in it’s entirety. Avoid tackling it, use oAuth based solutions whenever possible.
- Copy/Pasting snippets from web. These are generally low quality and makes you a script kiddie.

Forming Teams



- Form groups of exactly **4 members**
- Balance the team, ideally: 1x DB expert, 1x Frontend Expert, 1x Backend Expert, 1x Architect/Interaction Designer.
- Peer review code, it not only helps improve the code, but you learn from others' mistakes and thoughts. (Github makes life easy, will be discussed in next lab.)
- Communicate!, it's really important.
- Working with your friends is nice, but be open to others as well.
- Be prepared if someone in your team drops this course.

Quiz Time

https://goo.gl/6yjj6T

Q&A

That’s All Folks!
Ask your queries and start networking with your potential teammates.