Syllabus for Fundamentals of Website Development

Notebook: tonvbuendia's notebook

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Course Syllabus & Information Fundamentals of Website Development Datastrong

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Learning objective for the course:

At the end of the course, students will be able to plan, design, and implement a web site using current standards and best practices. We will learn HTML5, CSS, and Javascript using the latest tools.

Prerequisites/Housekeeping

- 1. Please obtain a Github account (free).
 - https://github.com/
 - Email me your Github username.
 - anthony.buendia@datastrong.com
 - What the hell is Github?
 - http://www.howtogeek.com/180167/htg-explains-what-is-github-and-what-do-geeks-use-it-for/
 - Why do we need it?
 - We will be using the Issue Tracking System in Github to track questions, answers, and discussions. This will provide us a forum for online communication. After a few weeks I will start posting code. After a few months, you will be posting code in Github.
 - Please book time spent on this class in Replicon. This will help us measure overall
 effectiveness of the program.
 - Datastrong Internal --> Continuing Education Contest

Module 1

- 1. HTML5 & CSS3 Fundamentals: Development for Absolute Beginners
 - Course Link:
 - https://mva.microsoft.com/en-us/training-courses/html5-css3-fundamentalsdevelopment-for-absolute-beginners-14207?l=wH3lBzX6C 1705244527
 - Chapter 1: Series Introduction (10 minutes..a little boring, but gives you a relatively quick overview)
 - Note the Source Code for the this course is found here in Chapter 1. Please download it.
 - Chapter 2: Creating Your First HTML5 Webpage.
 - Chapter 3: Styling Your First HTML5 Webpage with CSS3
- **The key to learning HTML, CSS, other programming languages initially is to emulate what you are seeing. The Source Code will give you the starting point. As the video is making changes, you should be making those changes as well and confirming that the output matches.

2. JavaScript Tools of the Trade: JSBin

- Course Link:
 - https://code.tutsplus.com/tutorials/javascript-tools-of-the-trade-jsbin--net-36843
- Instructions: Please read/interact with the first two paragraphs of this tutorial (The Case of JSBin and Getting to Know JSBin).
- Why JSBin?

Essentially, JS Bin exists for two main reasons: a) creating test and debug cases, and collaboratively debugging those cases, and b) **to teach and learn from**. JS Bin is a collaborative JavaScript debugging tool. It allows you to edit and test JavaScript and HTML (reloading the URL also maintains the state of your code). Once you're happy you can save, and send the URL to a peer for review or help. They can then make further changes saving anew if required.

Simply, JSBin is a great tool for LEARNING and SHARING.

Module 2

1) Do the Following Exercises. Note, there is a "Show Answer" button with all these exercises. If you use that, you might as well skip this whole module. I would recommend you copy and paste the question into jsbin

And then work the answer in jsbin. That way you are not tempted to look at the answer. When you get a correct answer, please take a screen shot of the code. When done with all the excercises, zip up the folder with the screen shots and send it to me. Thank you.

What resources should I use to answer these questions? Google.

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http://www.w3schools.com/html/exercise.asp?filename=exercise_attributes1
http://www.w3schools.com/html/exercise.asp?filename=exercise_attributes2
http://www.w3schools.com/html/exercise.asp?filename=exercise_attributes3
http://www.w3schools.com/html/exercise.asp?filename=exercise attributes5
http://www.w3schools.com/html/exercise.asp?filename=exercise_headings1
http://www.w3schools.com/html/exercise.asp?filename=exercise_headings4
http://www.w3schools.com/html/exercise.asp?filename=exercise_paragraphs3
http://www.w3schools.com/html/exercise.asp?filename=exercise styles1
http://www.w3schools.com/html/exercise.asp?filename=exercise styles3
http://www.w3schools.com/html/exercise.asp?filename=exercise_styles6
http://www.w3schools.com/html/exercise.asp?filename=exercise_formatting3
http://www.w3schools.com/html/exercise.asp?filename=exercise_css2
http://www.w3schools.com/html/exercise.asp?filename=exercise_css4
http://www.w3schools.com/html/exercise.asp?filename=exercise_css5
http://www.w3schools.com/html/exercise.asp?filename=exercise_links2
http://www.w3schools.com/html/exercise.asp?filename=exercise_links4
http://www.w3schools.com/html/exercise.asp?filename=exercise_links5
http://www.w3schools.com/html/exercise.asp?filename=exercise_images3
http://www.w3schools.com/html/exercise.asp?filename=exercise_images4
http://www.w3schools.com/html/exercise.asp?filename=exercise_images6
http://www.w3schools.com/html/exercise.asp?filename=exercise_tables3
http://www.w3schools.com/html/exercise.asp?filename=exercise_tables5
http://www.w3schools.com/html/exercise.asp?filename=exercise_lists2
http://www.w3schools.com/html/exercise.asp?filename=exercise_lists6
http://www.w3schools.com/html/exercise.asp?filename=exercise_classes1
http://www.w3schools.com/html/exercise.asp?filename=exercise_classes2
http://www.w3schools.com/html/exercise.asp?filename=exercise_iframe1
http://www.w3schools.com/html/exercise.asp?filename=exercise_iframe2
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http://www.w3schools.com/html/exercise.asp?filename=exercise_scripts4
http://www.w3schools.com/html/exercise.asp?filename=exercise_forms1
http://www.w3schools.com/html/exercise.asp?filename=exercise_forms2
http://www.w3schools.com/html/exercise.asp?filename=exercise_form_elements1
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http://www.w3schools.com/html/exercise.asp?filename=exercise_form_input_types1
http://www.w3schools.com/html/exercise.asp?filename=exercise form input types5
http://www.w3schools.com/html/exercise.asp?filename=exercise_form_attributes1
http://www.w3schools.com/html/exercise.asp?filename=exercise form attributes4
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Activitics, Assignments, i mai i roject

There are 3 types of exercises you will encounter in this course:

- Practice Activities. These are smaller in-module exercises designed to give you a
 chance to work on what you've just learned or to answer some basic questions on what
 you've just learned. They are designed to be repeatable until you get it right, but are
 important for the learning process.
- Assignments. These are more significant exercises given occasionally
- Final Project. The final project is to plan, design, build, and publish an analytical web site/mobile app that will be presented to a Client. We will divide the group into several teams for the final project.

Community

An online course doesn't mean you will not be speaking to your peers and classmates! You will have the opportunity to ask questions on our Question and Answer Forum, found here: https://github.com/DSContEd/IntroWebDevelopment/issues

Sections

Optional sections will be held throughout the week that are designed to help you with the mechanics of doing the work in the course as well as address more conceptual questions. Sections will be held via a JoinMe conference.

FAQs

- Do I need to maintain a specific pace in this course?
 No. This course is 100% self-paced. That being said, in order to qualify for the final project, all the assignments must be completed. Note the noun "assignments" and not "modules".
- I started two weeks late, can I still take the course?Yes.
- 3) Will there be homework? Not really, but there will be several assignments. The assignments will involve development exercises, code reviews, and checking in work.
- 4) Are assignment completion mandatory?

No, but students who don't complete the assignments won't be eligible for the final project.

5) What if I need help?

There are several avenues available:

- Post a question on https://github.com/DSContEd/IntroWebDevelopment/issues
- Email Tony
- Email the Mentors