COMP 4610 GUI PROGRAMMING I
Fall 2019
Course Syllabus

UMass Lowell
Department of Computer Science

Class Location: Southwick 407 (North Campus)
Meeting Time: Tuesday and Thursday 3:30PM – 4:45PM
Professor: Wenjin Zhou, Ph.D.
Email: wzhou@cs.uml.edu
Homepage: http://www.cs.uml.edu/~wzhou
Phone: 978-934-3493
Office: Dandeneau 325
Office Hours: Tu/Th 2:00PM – 3:30PM or by appointment

Course Description

This is a first course in the design and implementation of graphical user interfaces (GUIs) for web-based environments. The course requires the completion of several client-side programming projects that are evaluated on design and layout of the user interface, coding style, and comprehensiveness of documentation. Students learn to create web pages using HTML, CSS, JavaScript, and jQuery. The course may be taken on its own, but is intended to be followed by COMP 4620 to complete a two-course CS project sequence.

Course Prerequisites

- 91.201 Computing III

Accreditation Board Student Outcomes

This course helps students attain the following outcomes mandated by the Accreditation Board for Engineering and Technology (ABET).

(b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution.
(c) An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
(k) An ability to apply design and development principles in the construction of software systems of varying complexity.

Textbook

- (REQURIED**) HTML and CSS: Design and Build Websites** (1ST Edition), by Jon Duckett, ISBN-13: 978-1118008188
- (REQUIRED) **JavaScript and JQuery: Interactive Front-End Web Development (1st Edition),** by Jon Duckett, ISBN-13: 978-1118531648
- (OPTIONAL) **Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability** (3rd Edition), by Steve Krug, ISBN-13: 978-0321965516

Grading

- 70% Homework (About 8-10)
- 15% Exams (Midterm and/or Final)
- 10% Quiz and in-class exercise (about 10)
- 5% Class Participation

The qualitative letter grades characterize the quality of a student's work is listed below, more details is described in Undergraduate Policies: https://www.uml.edu/Catalog/Undergraduate/Policies/Academic-Policies/Grading-Policies.aspx

A	94-100	4.0	Superior Work: Highest Quality
A-	90-93.99	3.7	High Honors Quality
B+	86-89.99	3.3	High Quality
B	83-85.99	3.0	Basic Honors Quality
B-	80-82.99	2.7	Below Honors Quality
C+	76-79.99	2.3	Above Satisfactory Quality
C	73-75.99	2.0	Satisfactory
C-	70-72.99	1.7	Below Satisfactory Quality
D+	66-69.99	1.3	Above Minimum Passing
D	60-65.99	1.0	Minimum Passing
F	Below 60	0.0	Failed
FX		0.0	Failed due to Academic Misconduct (may not be replaced or deleted)

Important Note: I reserve the right to change this grading system as the course progresses and various circumstances develop.

Course Communication

All course announcements and materials will be made through Blackboard Site: https://lowell.umassonline.net/webapps/login/. If you need any help with the Blackboard site, please contact help@uml.edu

This term we will be using Piazza for class discussion. The system is highly catered to getting you help fast and efficiently from classmates, alumni of this course, and myself. Rather than emailing questions to the teaching staff, I encourage you to post your questions on Piazza so that others can benefit. To Sign up: https://www.piazza.com/uml/fall2019/comp4610 To access: https://www.piazza.com/uml/fall2019/comp4610/home

Email is the best way to reach me if you need to talk about something private. It is critical that you always include a subject header on all your email messages to me. In addition, always begin your subject header with our course number [COMP 4610] followed by a few words that clearly identify what your email is about.

Attendance

Attendance is required. This course involves a great deal of discussion, particularly of issues raised by students. The classroom is a dynamic environment, and you must be present to take advantage of this important learning activity. I may take attendance in almost every class. If

you come on time you get 2 points. If you come late you get 1 point. If you don't come at all and have not contacted me beforehand to request an excused absence, you get 0 points.

If you must miss a class, you may ask to be excused by contacting me via email **before** that class and explaining the reason for your required absence. However, please note that "I have to work" is not an acceptable reason for absence. If you are registered for this class, it should have the higher priority.

Late Homework

Homework assignments are due at midnight in the evening of their due date. Late homework will be taken off **2% for every hour it is late and WILL NOT be accepted 48 hours after the original deadline.**

In-class Exercises

Many lectures may be followed by in class exercises. They are due at the end of class unless otherwise specified, and do not conform to the late work policy above. No makeup will be given for these exercises.

Exams

No make-up exams will be given unless (1) I am notified prior to the exam's regular administration that you will miss the exam, and (2) an acceptable University-approved excuse is provided promptly. Quiz are mostly not announced in advance.

Disruptions

Please refrain from using your mobile devices (cell phones, tablets, watches, etc.) while the class is in session. If you are found to violate this policy or are otherwise being disruptive to the class, you may be asked to leave. Laptop use is only limited to GUI course work in class.

Collaboration and Academic Integrity Policy

You are welcome to discuss ideas in the class with your peers. However, pair programming or other side-by-side work that involves sharing of code is not allowed. By turning in an assignment, you attest that you have written the new code that it includes. You are also responsible for being familiar with the University's definitions and policies on academic dishonesty.

Plagiarism

Plagiarism will not be tolerated. Any student caught plagiarizing another's work will automatically receive a grade of F for the course. Copying others' code or writing is not allowed. Your coding assignments may be verified as being your own work using Stanford's Measure of Software Similarity (MOSS), as well as inspection by the TAs/graders and course professor. If your code is found to substantively include the work of others, you will receive a grade of zero for that entire assignment. If there is a second offense, you will fail the course.

For the written assignments, you will be given instruction on how to properly cite others' work. Your written assignments may be verified using http://turnitin.com. Citing others' work is a sign of respect for others' contributions, and diligence and confidence on your part. Copying others' words into your own writing—even including rephrasing others' work is considered plagiarism.

If you are unsure as to what constitutes plagiarism, it is your responsibility to check with the instructor. The following actions are all examples of cheating.

- copying another student's work and handing it in as your own
- using anything from the Web without giving proper credit to the original author
- inserting text from a paper found on the Web into your own paper without visibly indicating that the text is a quote and properly citing the source
- allowing another student to copy your work

** This course is partially based on 91.461 by Prof. Heines. Syllabus partially adapted by Prof. Martin.*