

# Projects in Databases & Web Applications - Introduction

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University of California - Irvine

CS122B, spring 2016

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**March 29th, 2016**

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# General Course Information

- ★ Course website: <http://ics.uci.edu/~cs122b/index.html>
  - Please check regularly
- ★ More information can be found on the homepage.

# Course Structure: what is CS122B?

- ★ This is a **project course**: very hands-on, technical, and close to real industrial work.
- ★ **Goal**: learning how to build a full-stack, end-to-end web-database application.
  - A **side-goal** is to get you more prepared for industrial work and **environment**.
  - Many of the **concepts** can be applied beyond these projects too.
- ★ Here's the story:
  - You and your teammates are the engineers of a business called **Fabflix**. Your company basically sells movies.
  - Your manager has asked you to implement a website, using which customers can search (or browse through) movies, stars, and genres, and purchase movies.
- ★ And here's an example from an earlier offering.

# Course Structure: projects

- ★ Please look at a useful summary on the course homepage.
- ★ There are five projects.
- ★ Overall weight of the projects in the final score: **88/100**

# Course Structure: exams

- ★ No final :-)
- ★ There are only three quizzes.
  - The time and material of each quiz will be announced one week earlier.
- ★ Overall weight of the quizzes in the final score: **11/100**

# Course Structure: resources

- ★ No text book. You should mainly use online tutorials and forums.
- ★ Check the course homepage regularly: <http://ics.uci.edu/~cs122b/index.html>
  - All important announcements will be added to the course homepage
- ★ Use Piazza to get help from us and your classmates: [the course link on piazza](#)
- ★ **A general principle:** you are supposed to **figure out** how to solve the problems of your projects.
  - **Web search** is the first tool you should use for finding your answers.

# Course Structure: teaching

- ★ I use slides as little as possible. Instead, I'll share my screen while I work on my project (i.e., that has a similar set of requirements) and explain different things in practice.
  - I won't share that code
  - Don't worry: **there does exist** some resources and instructions that we provide, too.
- ★ ... and sometimes I will use the board to explain some concepts,
- ★ ... so it is highly recommended to take notes.
- ★ **TA** : Mahdi
- ★ **Reader** : Minhaeng
- ★ Please find the time and location of our office hours on the website.



# Course Policies: class

- ★ Attendance is **not** mandatory.
- ★ Just let me know, if something is not clear: I would love to explain again.
  - ... and if I don't know the answer, I'll just be honest.
- ★ In-class break for **5 minutes** at **1:10pm** every session

# Course Policies: projects

★ Deadlines are **very strict**.

★ For project deadlines, you are allowed to use a 24-hours grace policy:

- You can submit your work to EEE **up to 24 hours** past the deadline.
- If you use this policy for a project, you will lose **10/100** points in that project.
- You can use this policy for as many of the projects as you want.

★ It is highly recommended to work in groups.

- Even if you prefer to work alone, you must have a **group id**.
- $1 \leq \text{team size} \leq 3$
- To be done by **Thursday, March 31<sup>st</sup> , 5pm:**

(1) Form a group and sign up [here](#)

(2) send an email copying all your teammates as well as both Mahdi and Minhaeng, using the following subject: “CS122B Spring 2016 - Group ??”. Include the full names and student ids of all the members in the email.

# Course Policies: grading

- ★ Weights:
  - Projects: 88/100
  - Quizzes: 11/100
  - Participating in EEE Evaluation: 1/100
- ★ I'll decide on the individual weight of each project at the end of the quarter.
- ★ I'll tell you more about project grading later.
- ★ Curve? Maybe.

Question?