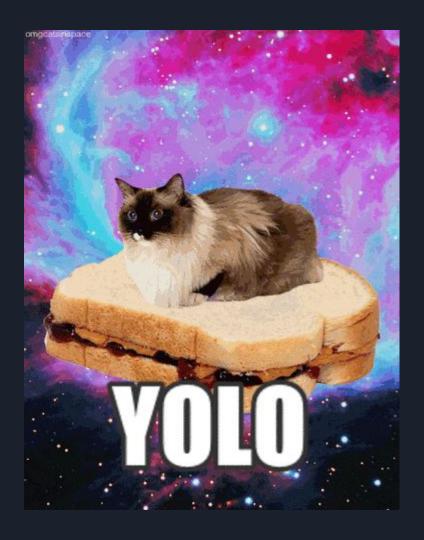
# Intro to Web Design and Computer Principles

**CSCI-UA 4 005** 

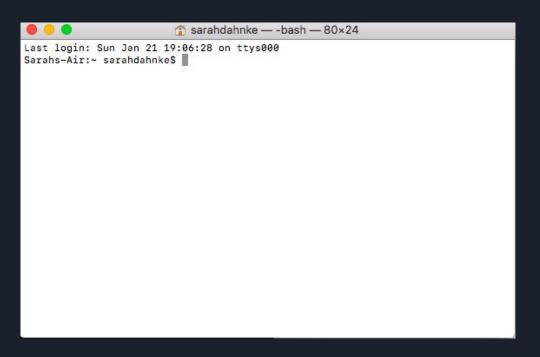
3:30 PM - 4:45 PM

**Professor Sarah Dahnke** 



## SO WHAT ARE WE DOING IN THIS CLASS?

#### Unix/Command Line



#### HTML





#### CSS

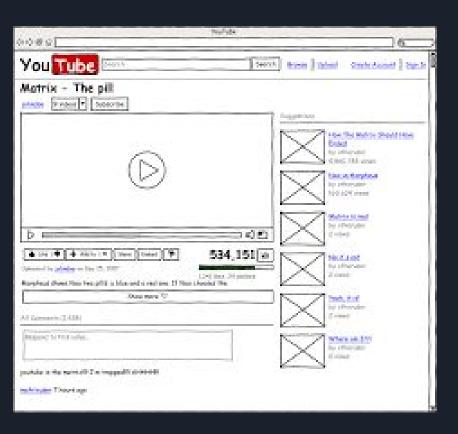


```
h1 { color: white;
background: orange;
border: 1px solid bla
padding: 0 0 0 0;
font-weight: bold;
}
/* begin: seaside-theme */
body {
   background-color: white; color: black;
   font-family: Arial, sans-serif;
   margin: 0 4px 0 0;
   border: 12px solid;
```

# Image Editing



#### Wireframing







# Javascript



#### jQuery



#### Introductions

Sarah Dahnke: Adjunct Professor of Computer Science

Email: sdahnke@cims.nyu.edu

Office Hours: Wednesdays from 2-3pm in room 308

#### Your turn

- Name
- Where you're from (or where you identify most closely with)
- What interests you about this class

#### Course Website and Syllabus

Class site:

https://cs.nyu.edu/courses/spring18/CSCI-UA.000

<u>4-005/</u>

Additional materials:

https://github.com/sarahrose26/wdandcomputerprinciples

#### Expectations

You are expected to come to all classes and arrive on time.

Please let me know in advance if you will be out for any reason.

Please let me know if you miss class due to illness.

Computers are welcome in class, but please be present.

If you ever feel overwhelmed or need extra help, please speak up.

#### Textbook

HTML and CSS: Design and Build Websites

Jon Duckett

ISBN: 978-1-118-00818-8



#### Assignments

There will be nine assignments over the course of the semester.

Details of each assignment will be posted on the class website.

All assignments are to be submitted via NYU Classes before class on the day they are due.

Do your best to turn work in on time. 10% will be deducted for each class day after the deadline.

No assignments will be accepted after three classes or after the final exam.

#### Grading

Assignments: 40%

Midterm exam: 25%

Final exam: 35%

# WHAT IS THE INTERNET??!??



# Internet Access 1980s-present

- Personal Computing
- Portable Computing
- Mobile Computing
- Ubiquitous Computing
- Ambient Computing

# Commodore 64 1982



Apple Powerbook 540c 1993



# Apple iPhone 2007



#### Apple Watch



#### Arduino





# Postdigital Society

The digital revolution, which represented a shift from analog and electronic technology to digital, is now commonplace.

In many ways we are experiencing the afterglow of the digital revolution.

Digital tools and media still offer lots of possibilities but also problems.





### Digital Media Transfer Megabits (Mb)

Internet connection speed is normally measured in megabits.

Megabits (Mb) are not the same as megabytes (MB).

8 bits = 1 byte; therefore, a megabyte is 8 times the size of a megabit.

The average Internet connection speed in the United States in 2015 was 12.6 Mb/second.

#### Moore's Law

Describes a constant rate of change in computer processor speed

The number of transistors that can be placed inexpensively on an integrated circuit doubles every two years.

The number of transistors is closely connected to processor speed, memory, etc.

Computer processor speed has doubled approximately every two years.

Moore's Law seems to be plateauing but has held steady for the past 40 years.

Digital media is in a constant state of flux.

# Guiding Principles Web Standards

The formal, non-proprietary standards and technical specifications that define and describe aspects of the World Wide Web and its interoperability.

These include:

- HTML5
- CSS
- JavaScript
- SVG
- WOFF

#### Homework

- 1. Review syllabus
- 2. Get access to HTML and CSS book and read the "Introduction" chapter
- 3. Check email for i6 account information
- 4. Download a text editor for code: Brackets, Sublime, Atom are all recommended