DAT310

Web programming

2023 spring

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About me

- Associate professor at UiS
  - Distributed systems/Blockchain
- Worked as web developer for 2 years

What is web programming?

Goals for this course

- Learn Web programming
  - Client-server communication on the Web
  - Mark-up languages, W3C standards
  - Client-side scripting, server-side programming
  - Building and deploying complex web applications
  - Using existing tools and frameworks
- Build an interactive website

Web technologies

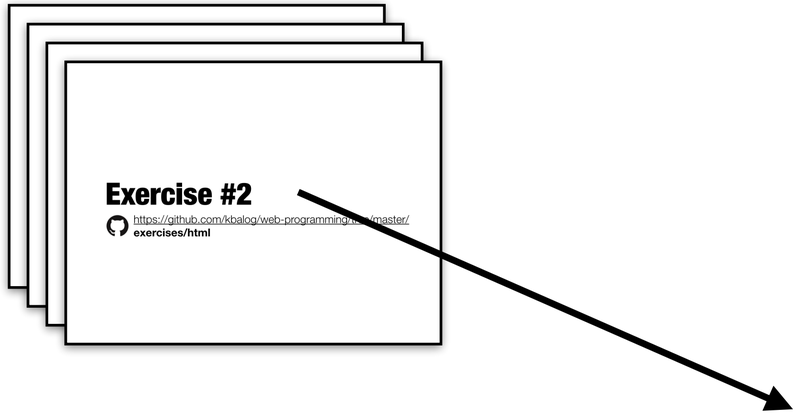
Flask

Teaching style

- Slides give technolgy overview
- In class exercises *(bring your own device)*
- Live coding
- *I try to provide zoom lectures, but come to class for the best experience.*

Lectures include exercises

Lecture



Exercises on GitHub

Exercise #1: Hello world

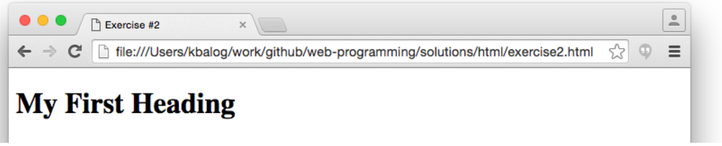
Copy-paste the following snippet to a text editor and save it as exercise1.html. Then open the file with any web browser (e.g., Firefox, Chrome, or Internet Explorer).

```
<!DOCTYPE html>
<html>
<head>
    <title>Exercise #1</title>
</head>
<body>
    Hello world!
</body>
</html>
```

Exercise #2: Headings and paragraphs

Create the following HTML page. You can use a text editor or the w3schools try-it editor.

- The headings should be `<h1>`, `<h2>`, and `<h3>` (don't forget the closing tags!)
- The paragraph text should be inside `<p>..</p>`.



Solve these exercises during lab hours!

Course schedule

- Lecture: Mon 12-14 Fri 8-10
- Lab: Mon 8-12 and 16-18

Assignments

- 8 assignments in total
  - Increasingly more difficult
- To be completed individually
- Binary assessment: approved (godkjent) or not approved (ikke godjkent)
- At least 6 points needed (approx. 6 assignments) to be allowed to take the exam
  - At least 4 points from Assignments #1-#5
  - At least 2 points from Assignments #6-#8

Assignments

Assignment	Announced	Deadline	Points	Solution
#1 HTML	05. Jan	09. Jan 18:00	0.7p	
#2 CSS	09. Jan	16. Jan 18:00	0.7p	
#3 Page Prototype	16. Jan	30. Jan 18:00	1.4p	
#4 JavaScript	30. Jan	13. Feb 18:00	1.3p	
#5 Vue Memory	13. Feb	27. Feb 18:00	1.3p	
#6 Templates	27. Feb	13. Mar 18:00	1p	
#7 AJAX	13. Mar	27. Mar 18:00	1p	
#8 Rest Backend	27. Mar	11. Apr 18:00	1p	

Rules for assignments

1. No deadline extensions
   - Special cases (e.g., illness) are only considered if reported min 3 days (=72 hours) before the deadline
2. Single re-submission is allowed
   - Some extra days are given to fix problems, if (and only if) the original submission is at least 60% correct
3. Working together is allowed, copying someone else's solution is not
   - 1st time: warning (assignment is not accepted)
   - 2nd time: you'll be dismissed from the course

Rules for assignments

4. Once the solution has been posted, submissions can no longer be accepted
5. **No exceptions!**

Quickfeed

- Use GitHub and Quickfeed to submit assignments.
- Assignment are graded manually.

Admin

- Student assistants
  - Present during lab time on Monday
  - Use !help to ask for help from student assistants during lab hours.
- Lecturer
  - Contact on discord, or send an email
  - leander.jehl@uis.no
  - **No canvas messages, please.**

Exam

- Web application project
- Groups of 2 students
- Start after easter
- 8 weeks duration
- Deadline 11.juni

Student testimonials

What did you like about the course?

Fun to see the progress we made. From just a "simple" html page, to a more dynamic one.

It was fun

Practical, very practical

Very practical and hands-on, the best way to learn is to do, at least in my opinion.

The combination of slides and working on relevant exercises during lectures

You learn actual useful stuff

Student testimonials

What did you dislike about the course?

CSS

Didn't always had time to finish the exercises in class

The workload was perhaps a bit too much at times. Not by much though.

Maybe too many languages for a single course

Sometimes it felt overwhelming

Hated the complexity of the assignments but learned the most from it.

The pacing in the middle steps up. The course starts easy, but turns difficult fast.

Resources

- Announcements on **canvas**
- Slides, examples, exercises on **github**
  - github.com/dat310-2023/info
- Assignment status on quickfeed
  - https://uis.itest.run/

What do you need?

- Your own laptop
- A *proper* text editor
  - I.e., *not* Notepad
  - **VSCode,** Atom, etc.
- A *proper* browser which is *not* Internet Explorer, i.e., **Firefox** or Chrome

Signup - get connected

- Join GitHub
  - https://github.com/
- Join course on quickfeed
  - https://uis.itest.run/
- Accept invitation to course on github
  - https://github.com/dat310-2023
- Join Discord Server
  - https://discord.gg/kJzYN82qXt
  - Type !register in Discord server

That’s all folks

- All this information can be found under the course’s GitHub repository

  github.com/dat310-2023/info