

SWEN1005

MOBILE WEB PROGRAMMING

LECTURE 001

Overview

- Introductions
- What this course is about
- Your Responsibilities
- Course Outline
- Plagiarism
- Setting Up Your Development Environment

Who Am I?

QUICK INTRODUCTION

Who Am I?

- Dr. Curtis Gittens
- Office: Top floor CMP Building – Cave Hill Campus
- Office Hours:
 - Mondays: 11am – 12pm
 - Or make an appointment
 - Discord Invitation Link: <https://discord.gg/QgtzrSxG>
- Email: curtis.gittens@cavehill.uwi.edu

What is this Course About?

Course Content

- Utilise the latest web standards to create effective mobile web applications.
- Compare and contrast the experience of native applications with browser based / wrapped applications.
- Design mobile web pages and web applications.
- Evaluate mobile web pages / mobile web applications.
- Mobile web development frameworks.

Your Responsibilities

What is Expected of You

- Read the assigned literature!
 - Readings provide a broad view of multiple issues
 - Allows you to discover things not possible in lectures
 - Make notes or rewrite/summarize important information as you read
- Attend the lectures
 - Lectures uncover subject matter and provide insight and greater detail
 - Undertake additional problem solving and discussion on topics
 - Work out solutions to problems

What is Expected of You

- Participate in the lectures
 - Learning is not passive. Just sitting there won't help you
 - Engage in discussions. Participate with your peers
 - Ask “stupid” questions!
- Use your lab time wisely
 - You can pass without going to the labs
 - Very ill-advised strategy
 - Use your labs for guidance and **your** edification
- Above all, keep up with the work

Course Outline

Course Outline

- Two lecture hours
 - Disseminates course material. Workshop style – interactive with group discussions and code walkthroughs
- Two lab hours
 - Solve discrete, incrementally difficult development problems
 - Lab examples will act as a reference to the assignments

Course Outline

- Course Schedule

- Lectures:

Mondays 12pm – 1pm AST

Fridays: 1pm – 2pm AST

- Labs Start next week January 27

Fridays: 9am – 11am AST

Course Outline

- Coursework: 100% of Total Grade
- Five Coursework Components

Coursework Component	Date	%
Class Quiz 1	February 17, 2023	10
Class Quiz 2	March 17, 2023	10
Report	April 7, 2023	30
Coding Assignment 1	March 3, 2023	25
Coding Assignment 2	April 14, 2023	25

Plagiarism

WHAT IT IS, WHAT ARE THE CONSEQUENCES, AND HOW TO AVOID IT

Plagiarism & Intellectual Property

- The UWI Examination Regulations ... clearly state that “plagiarism is a form of cheating” (Reg. 78iii). The University treats cases of cheating very seriously and it is therefore important that you understand what is plagiarism and how to avoid it. Plagiarism is in essence presenting someone else’s work as your own.

Plagiarism & Intellectual Property

- Plagiarism is representing the work of another as your own original work, without appropriate acknowledgement of the author or the source. This category of cheating includes the following:

Plagiarism & Intellectual Property

1. Collusion, where a piece of work prepared by a group is represented as if it were the student's own;
2. Acquiring or commissioning a piece of work, which is not his/her own and representing it as if it were, by
 - Purchasing a paper/code from a commercial service, including Internet sites, whether prewritten or specially prepared for the student concerned
 - Submitting a paper written by another person, either by a fellow student or a person who is not a member of the University;

Plagiarism & Intellectual Property

3. Duplication of the same or almost identical work for more than one assessment item;
4. Copying ideas, concepts, research data, images, sounds or text;
5. Paraphrasing a paper from a source text, whether in manuscript, printed or electronic form, without appropriate acknowledgement;
6. Cutting or pasting statements from multiple sources or piecing together work of others and representing them as original work;

Plagiarism & Intellectual Property

7. Submitting, as one own work, all or part of another student's work, even with the student's knowledge or consent.
 - A student who willingly assists another student to plagiarize (for example by willingly giving them their own work to copy from) is also breaching academic integrity, and may be subject to disciplinary action.

Plagiarism & Intellectual Property

- If you copy/commission/craft:
 - A stranger's work
 - A friend's work
 - Your own work
- If you have help copying/commissioning/crafting
 - A stranger's work
 - A friend's work
 - Your own work
- If you help a friend do any of the above...

Plagiarism & Intellectual Property

- Consequences
 - Reduction in the grade that would normally have been given
 - **Zero** for the assignment in question
 - Potentially fail coursework and consequently, the course

Plagiarism & Intellectual Property

- To avoid plagiarism
 - Ensure you use **your own code**
 - When using someone else's code, credit the source.
 - Using others' code will mean lower marks unless the code is given as part of the assignment this is especially true if you use your peer's code.
 - Even if you modify some else's code, you must credit your source.
 - Credit the source of any data, illustrations, computer programmes or any intellectual property you use.