

# IT350 Web and Internet Programming

Course Policy, Fall AY20

Coordinator: Assoc. Prof. Adina Crainiceanu

Course Description: This course introduces web-based application development. Topics include client-side development with HTML, CSS, and JavaScript, server-side web development with PHP, web site design, client-server model of the Internet, web transmission protocols.

Credits: 2-2-3

## Learning Objectives

1. To be familiar with and understand the importance of web standards.
2. To be able to design and develop interactive, client-side web applications. (Supports student outcome IT-6)
3. To be able to design and develop server-side web applications. (Supports student outcome IT-6)
4. To be able to explain how the client-server model of Internet programming works.
5. To be able to describe and apply human-computer interaction principles such as affordances, conceptual model, and feedback to design and implementation of a web-based application.
6. To be able to describe sources of accessibility guidelines and standards, and the impact of these guidelines on designing computer-based applications.
7. To be able to evaluate ethical issues involving web privacy.
8. To be able to successfully complete team-based projects.

## Student Outcomes

Graduates of the program will have an ability to identify and analyze user needs and to take them into account in the selection, creation, integration, evaluation, and administration of computing based systems.

## Collaboration

The guidance in the Honor Concept of the Brigade of Midshipmen and the Computer Science Department Honor Policy must be followed at all times. See [here](#).

### Specific instructions for this course are as follows:

- Labs: You may collaborate on laboratory assignments to the following extent: collaborative conversations with regard to syntax, strategies and methods for accomplishing the goal of the labs are encouraged; however design and implementation must be the work of the individual student handing in the final product. Sharing or copying of code is never permitted. In addition, you must identify all those that you collaborate with (give or receive help) on your assignment cover sheet and submitted README file. Consult your instructor if you need further clarification.
- Quizzes: All work on quizzes must be your own.
- Exams: All work on exams must be your own.
- Team Projects: The only collaboration allowed is among members of the same team. A midshipman may give no assistance whatsoever to any person not on their assigned team and may receive no assistance whatsoever from anyone outside the team, except from the instructor.
- Online Resources: You can use online resources to assist your learning. These often contain code examples. You must identify in your final code every instance of code you adapted from an outside source. Using external code without citing it is an honor offense. Write a comment block with the citation above the portion of your code that you adapted from an online resource.

**All collaboration and outside sources should always be cited. The same rules apply for giving and receiving assistance. If you are unsure whether a certain kind of collaboration is permitted, you should assume it is not, work individually, and seek clarification from your instructor.**

## Late Policy

Penalties for late submission of graded work may vary among courses or from semester to semester, but they will be the same for all sections of a given course.

**For this course:**

- Unless otherwise specified, labs are due at 2359 on the due date (usually Monday evening). Assignments with paper copies, or lab coversheets, must be turned in at the start of lab/class after the due date. If the paper copy is later than this, then the whole assignment will be treated as if submitted when the paper copy arrives.
- You are encouraged to turn everything in on time like the responsible adult that you are. However, unexpected events do happen, so you have 2 floating grace days to use during the semester. After using all of your grace days, you will receive a 0 (zero) on any late assignment thereafter. Weekend days count as full late days.
- Floating grace days cannot be used for team assignments. Those assignments have to be submitted on time for credit.

**Grading:**

	6 Weeks	12 Weeks	16 Weeks	Final
Labs	65%	65%	65%	50%
Quizzes	5%	5%	5%	5%
Exams	30%	30%	30%	30%
Project	0	0	0	15%
Total	100%	100%	100%	100%

**Projects:**

There will be one group project. Project must be completed entirely by the students making the submission. The project grade will be based upon the instructor's estimation of the group's collective results, adjusted for each team member based upon the other group members' estimation of the individual's teamwork and contribution.

**Exams:**

The 6 and 12-week exams will primarily focus on the recent material. The final exam will be comprehensive. If for some reason a make-up exam will be required, inform the instructor at least 1 week in advance. All exams will be closed books, closed notes. Students will be allowed to bring individually prepared "study sheets" with anything written on it (1 sheet for the 6-week exam, 2 sheets for the 12-week exam, and 3 sheets for final). Study sheets will be collected at the exam. Use of any electronic devices is not permitted during the exams.

**Quizzes:**

Expect quizzes. Quizzes may be open or closed book/notes, as announced.