

CS2550 Course Schedule

Spring 2015

NOTES:

- This schedule is subject to change.
- *MJS* refers to our textbook, *Modern JavaScript: Design and Develop*.

Week	Topic	Reading	Assignment
1	Course Introduction, HTML, web technology	Syllabus , course web site, find and read an online HTML tutorial, Lesson 1 notes	Assign. 0 due Jan. 7 Assign. 1 Game description and game grid due Jan. 19
2	CSS	Find and read an online CSS tutorial, <i>MJS</i> Chapters 1 and 2, Lesson 2 notes	
3	Basic JavaScript	<i>MJS</i> Chapters 3, 4, and 5; Lesson 3 notes	Assign. 2 Generate game grid due Feb. 2
4	Object-Oriented JavaScript, JavaScript arrays, objects, and functions	<i>MJS</i> Ch. 6 and 7, pages 474-478 of Ch. 12, Ch. 14, Lesson 4 notes	
5	Client-side JavaScript	<i>MJS</i> pages 308-334 of Chapter 9, Lesson 5 notes	Assign. 3 Make a clickable grid due Feb. 16
6	Scripting documents--DOM	<i>MJS</i> pages 335-348 of Chapter 9, Lesson 6 notes	
7	JavaScript and CSS	<i>MJS</i> pages 349-357 of Chapter 9, Lesson 7 notes	Assign. 4 Use JS and CSS to change game grid due March 2
8	Events and Event Handling	<i>MJS</i> Chapters 8 and 10, Lesson 8 notes	
9	Scripting HTTP--Ajax	<i>MJS</i> Chapter 11, Lesson 9 notes	Assign. 5 User log-in due March 16
10	Web storage	Lesson 10 notes	
11	XML and JSON	Review <i>MJS</i> pages 442-447, Lesson 11 notes	Assign. 6 Load JSON or XML data

			due April 6
12	HTML 5 media and canvas	Lesson 12 notes	
13	Mobile phone browsers, offline web applications	Lesson 13 notes	Project : Incorporate HTML 5, finish game logic due April 24
14	Spring Break		
15	Frameworks	<i>MJS</i> Chapter 13, Lesson 14 notes	
16	Server-side scripts and databases, cloud applications	<i>MJS</i> Chapter 15, Lesson 15 notes	

Exam 1: February 3rd to 10th

Exam 2: March 3rd to 10th

Final exam: April 21st to 27th

All exams will be in the testing center.

Project due: Friday, April 24, 2015