**IT 3204 Introduction to Web Development Fall 2014**

# SYLLABUS

*Lecture Meeting Times*: Monday 13:00 - 15:00 *and* Thursday: 16:00 – 18:00 *place:* S11

*Instructor*: M. MEKONTSO Herman

*Website*: http://www.pkfinstitute.com/

**Means of Communication:**

*Email*: metchiha@gmail.com
*Office hours:* Wednesday 13:00 – 15:00

*Required Text*: Sebesta, Robert W., Programming the World Wide Web (Chapters 1 – 9), Fifth Edition, Addison Wesley, 2009. ISBN-13: 9780136076636.

*Recommended Text:* Morville, Peter and Louis Rosenfeld, Information Architecture for the World Wide Web, Third Edition, O'Reilly, 2006. ISBN: 0-596-52734-9, ISBN-13: 9780596527341. (For purposes of this class, the first or second editions, which may be available used, are also suitable.)

**Pre- / Co- requisite:** CS1301, CS1302 and Introduction to programming

**Overview:** This course provides an introduction to web development technologies. Topics include:

- An introduction of different components of the web as a platform while pointing out clearly the difference between Internet and the web.
- Use fundamental web technologies to design and develop dynamic websites, including XHTML, CSS, JavaScript, Flash and PHP
- Discuss various fundamental issues involved in the web development application process

**Objectives:**

1. Explain, design and develop web applications to address business needs of an enterprise
2. Choose appropriate technologies and development tools to implement a given web development task.
3. Distinguish between client-side and server-side technologies to develop web applications.

**Course outcomes:** Students who complete this course successfully will be able to:

- Design and create Web pages using HTML, HTML forms, and cascading style sheets
- Use JavaScript to for information processing and to create dynamic Web pages
- Design, create, and display XML documents
- Use PHP for server-side programming, including database access
- Choose the appropriate programming tool given a Web development task
- Apply the concepts and principles of information architecture to Web page design

**How to Succeed in this Class:** Here are five things you can do that will greatly improve your chances of making a satisfactory grade in this class:

- ***Read the syllabus:*** It is a lot of trouble to prepare so detailed a syllabus. You should assume I had a reason for it. You should read every word in the syllabus before the second class. I will not be sympathetic to complaints that you didn't understand something about the course if it's written down in the syllabus.
- ***Read the textbook*:** You will get a lot more out of this class, and so be able to give back more on the assignments and examinations, if you read the assigned parts of the textbook before class. In my experience, students who don't complete the reading before class either never complete it or try to cram it all in just before the exams. That doesn't work.
- ***Come to class:*** Participation forms a part of your course grade. Furthermore, if you miss class, you are missing an opportunity to have things that may not be clear explained to you, to ask me questions, and to interact with your colleagues and me. If classes weren't important, we wouldn't have them.
- ***Do the homework:*** You cannot pass the course without doing at least most of the homework. The homework assignments build upon one another. If you get behind, you will find it very difficult to catch up.
- ***Allow enough time:*** More unsatisfactory grades are due to procrastination than any other cause. Do not assume that you can complete the homework and reading assignments in the thirty minutes before class; you cannot. The most successful students complete this work the weekend before it is due.

WHAT I EXPECT OF YOU:

- ✓ You will be in your seats at the start of the class period.
- ✓ You will remain in class for the full period.
- ✓ You will keep cell phones and other gear quiet.
- ✓ Only one person will talk at a time.
- ✓ If you bring food, bring enough for everyone!
- ✓ You will prepare for each session by having done the assigned reading.
- ✓ You will do your own work. There are severe penalties for cheating.
- ✓ You will complete your work on time.

WHAT YOU MAY EXPECT OF ME

- ✓ I will be in class on time, every time.
- ✓ I will be prepared to cover the scheduled material thoroughly.
- ✓ Your work will be graded and returned promptly; generally within two weeks for work submitted on time.
- ✓ I will listen respectfully to your opinions.
- ✓ I will answer your questions promptly and carefully; if I do not know an answer, I'll find out.
- ✓ I will help you succeed.

**ACADEMIC CONDUCT**

Collaboration with your classmates in studying and understanding the material is part of the collegiate experience, and is strongly encouraged. Collaboration on written assignments is permitted and

encouraged, but each student must turn in work written in his or her own words. Copying another's work will be considered cheating; all students involved will receive a grade of zero, a reduction in the course grade, and possibly other penalties including failure of the course and dismissal from the Institute. Unless you are specifically advised otherwise by the instructor, any work submitted for credit must be completely the work of the individual student.

Collaboration or cheating on examinations will result in a grade of zero, a reduction in the course grade, and possibly other penalties including failure of the course and dismissal from the University. Plagiarism, fabrication, or other academic misconduct will result in a grade of zero, a reduction in the course grade, and possibly other penalties, including failure of the course and dismissal from the Institute.

**Assignments and labs:** Assignments will be posted about a week before they are due. Lab assignments, if any, will be handed out at the beginning of class on the lab days.

**GRADING PLAN**

20% Assignments
15% Quizzes/Tests
20% Projects
10% Class Participation
15% Labs
20% Final Exam

**GRADING SCALE**

90 and above: A. 80-89.9: B. 70-79.9: C. 60-69.9: D. Below 60: F.

## Tentative Class Calendar

| Wk | Monday | Thursday |
|---|---|---|
| **1** | 9/01<br>Introductions, Web Fundamentals | 9/04<br>Introductions, Web Fundamentals, **Assignment 1** |
| **2** | 9/08<br>Ch 2 Introduction to XHTML | 9/11<br>Ch 2 cont., **Assignment 2, turn in assignment 1** |
| **3** | 9/15<br>Ch 3 CSS Fundamentals | 9/18<br>Lab 1, **turn in assignment 2** |
| **4** | 9/22<br>Ch3 cont. **Assignment 3** | 9/25<br>Ch 4 – The Basics of JavaScript |
| **5** | 9/29<br>Ch 4 cont. **Assignment 4, turn in assignment 3** | 10/02<br>Lab 2 |
| **6** | 10/06<br>Ch 5 – JavaScript with XHTML **Documents, turn in assignment 4.** | 10/09<br>Ch 5 cont. **Assignment 5** |
| **7** | 10/13<br>Ch 6 – Dynamic Documents with JavaScript | 10/16<br>Lab 3, **turn in assignment 5** |
| **8** | 10/20<br>Ch6 cont. **Assignment 6** | 10/23<br>Ch 7: Introduction to PHP |
| **9** | 10/27<br>Ch 7 cont –**Assignment 7, turn in assignment 6** | 10/30<br>Lab 4 |
| **10** | 11/03 | 11/06 |

| | | |
|---|---|---|
| | Ch 8 Databases and SQL, **turn in 7, ass 8** | Ch 8 cont |
| **11** | 11/10.<br>Ch 8: cont. Databases and MySQL – **turn in ass 8** | 11/13<br>Lab 5 |
| **12** | 11/17<br>Make up class / quizz | 11/20<br>Make up class /quizz |
| **13** | 11/24 | |
| **14** | 12/01<br>Make up class / quizz | 12/04<br>Make up class / quizz |
| **15** | 12/08<br>Project presentations | 12/11<br>**FINAL ???** |

## Tentative Tests Calendar

| | | |
|---|---|---|
| 09/25 | **1** | Test 1 |
| 10/23 | **2** | Test 2 |
| 11/20 | **3** | Test 3 |

## Class Rules:

1. Students are responsible for all announcements and assignments made in class.
2. Students are expected to do their own work for all assignments unless otherwise indicated by instructor. Group discussion and study of the assignments are permitted, but, when you begin to prepare your assignment to turn in, all collaboration must cease. If collaboration is suspected, the grade will be a 0. Multiple occasions of collaboration will earn you an academic dishonesty F for the course.
3. All assignments are due *AT MIDNIGHT* on the day indicated.
4. Late programs will be accepted *UP TO ONE WEEK AFTER THE ORIGINAL DUE DATE*.
5. Late programs will be penalized 5 points per day (including weekends, not including holidays), up to the final acceptance date. After that, the value of the program will be 1 point.
6. Early programs are rewarded 5 points per day (including weekends, not including holidays), up to 3 days early. Should you turn in an assignment a week early, you will still only earn 15 additional points. This is to encourage you to START EARLY and DO NOT PROCRASTINATE!
7. If a class is cancelled for any reason, any assignment due that day will immediately be due the next scheduled class period. Any topic or test scheduled for that day will occur the next scheduled class period.
8. Class attendance and participation is expected. Meaningful and relevant class discussion is strongly encouraged as can be seen in the grading plan.
9. All current PKFOKAM INSTITUTE OF EXCELLENCE policies will apply.

## Lab Rules:

1. Students are expected to attend lab each day that a lab is scheduled.
2. Labs are expected to be done and completed during lab time. Each lab is worth a maximum of 15 points.
3. Students may chose to work in groups of 2 for lab assignments. Groups may be assigned or chosen, depending on the lab by the instructor.
4. If you have more than 2 missed lab grades (grades of 0), your final grade for the course will be penalized 1 letter grade.
5. Labs are due at the end of the lab period. Any lab turned in "late" will be worth a maximum of 1 point.
6. If a student must miss a lab due to class cancellation, holidays, illness, work travel or other valid excuse, he/she must make alternate arrangements with the instructor.

## Assignment Policies:

When turning in your assignments, **it must start with a cover sheet** followed by the program listing (source code with comments), followed by the output. All assignments must be stapled, in a binder or otherwise fastened together. Program assignments will be graded heavily for correct results, but emphasis will also be placed upon accurate and neat documentation as well as effective and proper use of the Java language.

All programming assignments must include the student's name and the assignment number.
Remember that everyone is working on the same lab…without your name, We don't know whose it is! We need the front page from your lab assignment, followed by what is required for each lab. For each set of partners we only need 1 copy of the lab.

### Turning in Programs:

1. Turn in programs on the day of class, at the beginning of class. (preferred)
2. Turn in programs to the PKFOKAM front office, and ask that they be time/date stamped.
   You may email your assignments (source code and output) to your instructor metchiha@gmail.com. A printed copy **must** be turned in to me at the next class period or it will be counted late as when the printed copy is received. If the printed copy does not match the email, the printed copy will be graded and counted as received on that date.
3. You will be required to submit a hardcopy of the assignment. In addition, all students must submit an executable version of an assignment upon request.

## Assignment Cover Sheet

When turning in your programming assignments (not labs), you must include a signed copy of the cover sheet. Basically in this course, the honor code pledge asserts that work which you submit as being your own really is your own. Closed lab work is expected to be done in pairs and is the time to ask for help…from anyone in the lab. Use the lab time to learn the material and gain the confidence to complete the programming assignments. The programming projects must be designed and coded by the individual student – if you need help, please see the instructor. You are not allowed to copy another student's work or have someone else do the assignment for you. Tests/quizzes must be taken by each individual student in a supervised classroom with no electronic devices available.

In the case of programs there is sometimes a gray area as to what constitutes "your own work." Clearly, taking someone else's code and permuting it by changing comments, procedure order, variable names, etc. is rampant plagiarism; it is not "your own work." Suppose instead that you talk with a friend about the algorithm, and then code up that algorithm, is that plagiarism? I would say no. The intellectual challenge of this course is to take abstract algorithms, objects, or ideas and make them work. You may freely get help understanding the algorithm, objects, or idea - but you must make it work. The line I draw is: "if you actually look at another person's code (or let someone look at yours) you are stepping over the line."

If you are found in violation of the honesty pledge, you will receive an academic dishonesty "F" for the course.

Cover Sheet:

**Name: _____**

**IT 3203**


**Assignment #_____**

**Instructor: M. Mekontso**

## Honor Pledge

On my honor as a student, I have neither ***given*** nor ***received*** unauthorized aid on this assignment.

Signed _____