Syllabus

Course:	Web Page Programming (CSE 322)
School:	CSUSB
Quarter:	Fall 2013
Prerequisite:	CSE 202 or experience with programming
Textbook:	Various readings available for free on the Web
Instructor:	David Turner
Lecture:	12:30 - 2:30 Friday JB 140 (attendance optional)
Office Hours:	3:30 - 5:30 Monday/Wednesday JB 340

Course Format

This course is 100% Web-based with an optional weekly meeting on campus. There are no exams. All reading material is freely available on the Web. You grade is based on the timely completion of a sequence of assignments, which is maintained at the following address.

https://github.com/csusbdt/322-2013/wiki

System Requirements

You can do all required work in this course using any of the three common operating systems: Windows, Mac OS X and Linux. All required software can be downloaded and installed for free.

It is probably more convenient to complete the course assignments using a personal computer. However, computers are available in JB 358 and JB 359 that you can also use. The open times for accessing these labs is available from the CSE website or by contacting the CSE main office.

Course Goals

The goal of this course is to increase your knowledge and skills for Web page programming for desktop computers and mobile devices.

Learning Objectives

- Learn how to build Web pages for desktop browsers and mobile devices using HTML, CSS and Javascript.
- Learn how to build native mobile applications using Web application techniques.
- Learn how to use cloud computing services.
- Learn how to use Javascript libraries to enhance the user interface.
- Learn how to use the Git version control system.

Labs/Assignments

In this course, you will complete a sequence of assignments. The assignments involve research, programming and problem solving. I will grade your performance on programming assignments based on the following criteria.

Criterion	Description
Readability*	Is source code well-organized? Have unnecessary variables and logic been removed from the code? Does the indentation and line spacing show logical structure? Is indentation and spacing done consistently? Are concerns separated when possible? Are the responsibilities of components clear and consistently assigned? Does the code contain names for variables, functions and classes that unambiguously express their purpose in the program? Are comments included when needed? Are superfluous comments omitted?
Correctness	Has the student correctly solved the problems? Is the application interface and internal documentation free of grammar and spelling errors?
Completeness	Has the student met all stated requirements?
Comprehension	Does the student understand the work they submitted? Can the student explain the submitted work and answer questions about it?
Timeliness	Has the student completed the assignment in a timely manner? Were materials submitted by the deadline?

* Please note that writing a program to produce required behavior is not good enough for a full score in this class: you must also write code that is readable by humans. Program readability is important because real-world programs are read over and over again in the process of fixing bugs and adding new functionality.

Grading

Each assignment is worth a certain number of points. Your final score for the course will be computed by dividing the total of all points earned by the total possible points. The normal scale will be used to assign a letter grade.

Students with Disabilities

If you are in need of an accommodation for a disability in order to participate in this class, please let me know as soon as possible, and also contact Services to Students with Disabilities at UH-183, (909)537-5238. You are advised to establish a buddy system and alternate in the class if you require assistance in the event of an emergency. Individuals with disabilities should prepare for an emergency ahead of time by instructing a classmate and the instructor.

Academic Regulations and Procedures

See the CSUSB Bulletin of Courses for the University's policies on course withdrawal, cheating, and plagiarism.

Computer Science and Engineering Club

The Computer Science and Engineering Club is a student-run organization that uses a combination of email and campus meetings to plan events, ask and answer technical questions, post job and internship openings, and discuss other topics of interest to computing majors at CSUSB. Club-sponsored events include seminars, workshops, tutoring and fun activities.