SSUI -Web Lab
05-633D - Fall 2014
Syllabus

Class

Thursday 10:30am – 11:50am, SCR 172

Instructor

Dan Tasse - dantasse@cmu.edu

Dan's Office Hours:

Thursday 12:00-12:30pm, SCR 172
Friday 1:30-3:00pm, Tazza d'oro (Gates café, GHC 3rd floor) or by appointment

Coordinator

Jen Mankoff - jmankoff@cs.cmu.edu

Jen's Office Hours:

Monday and Wednesday 12:00-12:30pm, NSH 3612E
Thursday 9:30-10:30am, SCR 206

Website: **http://dantasse.github.io/ssuiweb2014/**

Lab Description

In this lab, we will apply the principles learned in SSUI through a series of lectures, demonstrations, and hands-on projects using HTML and JavaScript.

There is no textbook for this class. All the class materials will be on the website. If you are interested in learning JavaScript by yourself in your leisure time, I recommend David Flanagan's "JavaScript: The Definitive Guide" ($25ish Amazon used, big comprehensive reference) and Doug Crockford's "JavaScript: The Good Parts" ($15ish Amazon used, quicker tips). This StackOverflow link (http://stackoverflow.com/questions/11246/best-resources-to-learn-javascript) has more resources recommended by others.

Grading / Projects (Tentative)

Grades for this lab will tentatively be assigned based on the projects.
All projects are due at 10:30AM on the due date except P4
P0 (5% of grade): writing some basic functions. Fibonacci and stuff. Just to make sure you've got the basics. Due Sep 11
P1 (15% of grade): Make the game 2048. Won't be fancy, but it will work. Due Sep 18
P2 - (15% of grade): Make a drawing library, then create something sort of like a Google doodle. Due Oct 2

P3 - state machines and input (20% of grade) Build a general finite state machine, then use : Due Oct 23
P4 - your own project (35% of grade): Due **Nov 25, 8:00PM**
Class participation (10% of grade): throughout the class

Rules

Work individually. You can discuss general concepts with other students, but you can't work together. You must document any help that you got on any of these assignments. If you really want an exception to work with someone on something, or have questions about appropriate collaboration, discuss it with me.
We follow the CMU Policy for Academic Integrity: http://www.cmu.edu/policies/documents/Academic%20Integrity.htm and will follow the Academic Disciplinary Actions as outlined here, if necessary: http://www.cmu.edu/student-affairs/theword/acad_standards/creative/disciplinary.html

Attendance
Attendance is required on the P4 presentation day, or 5% will be deducted from your final grade. Other days, we expect you to come to class. If you're a little more advanced, your presence will be helpful to those who are not so advanced. Also, it's hard to tell what you'll miss if you don't attend.

Late Policy
Be on time. Each day (24 hrs) late 10% will be deducted from your assignment grade. After 3 days late, I won't accept assignments anymore.

Tentative Class Schedule (subject to change)

Aug 28	Course Intro, JavaScript basics	P0 assigned
Sep 4	The DOM & manipulation	P1 assigned
Sep 11	Closures, debugger, prototypes	**P0 due**
Sep 18	HTML5 Canvas and drawing libraries	**P1 due**, P2 assigned
Sep 25	Prototypes, prototype inheritance	
Oct 2	Callbacks & events	**P2 due**, P3 assigned
Oct 9	Input & FSMs	
Oct 16	AJAX	
Oct 23	Server-side development	**P3 due**, P4 assigned
Oct 30	jQuery	
Nov 6	Frameworks (Angular, Backbone)	
Nov 13	Dependency Injection and Testing	
Nov 20	TBD*	
Nov 27	No class (Thanksgiving)	**P4 due Nov. 25, 8:00pm**
Dec 4	P4 Presentations	

* Possible topics are: Visualization libraries (ex. d3), CSS3 animations, Web accessibility …