

SSUI -Web Lab

Syllabus

Class

Thursday 10:30am – 11:50am, SCR 172

Instructor

Dan Tasse

dantasse@cmu.edu

Dan's Office Hours:

Tuesday 1-3pm, Tazza d'oro (Gates café, GHC 3rd floor) or by appointment

Coordinator

Jen Mankoff

jmankoff@cs.cmu.edu

Jen's Office Hours:

Tuesday and Thursday 12:00-12:30pm, NSH 3612E

Thursday 9:30-10:30am, SCR 172

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 - basic Javascript (10% of grade): Due Sep 11

P1 - making a game with HTML and JS (15% of grade): Due Sep 18

P2 - output and drawing (15% of grade): Due Oct 2

P3 - state machines and input (20% of grade): Due Oct 23

P4 - your own project (40% of grade): Due **Nov 25, 8:00PM**

Rules

Work individually. You can discuss general concepts, 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, discuss it with me.

Attendance

Attendance is required on the P4 presentation day, or 5% will be deducted from your final grade. Otherwise, I won't penalize you for missing class, but it's probably a good idea to come to class. If you miss a day, it's your responsibility to catch up with someone else on the notes; I'll be pretty grumpy and may just say no if you skip class and then bug me for extra help later. Be reasonable.

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	P0 due
Sep 18	HTML5 Canvas and drawing libraries	P1 due , P2 assigned
Sep 25	Prototypes	
Oct 2	Callbacks & events	P2 due , P3 assigned
Oct 9	Closures & 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: Dependency injection and testing, Visualization libraries (ex. d3), CSS3 animations, ...