**SSUI -Web Lab**

**05-633D - Fall 2014**

Syllabus

**Class**



Thursday 10:30am – 11:50am, SCR 172

**Instructor**

**Dan Tasse -** [dantasse@cmu.edu](mailto:kerrychang@cs.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](mailto:scott.hudson@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/**](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 a sliding puzzle game. 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

**Rulesㄙ﷽﷽﷽﷽﷽﷽﷽﷽6, 11:50y spaces and**



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 …