MMC 6278: Advanced Web 2

SUMMER 2018 | CREDITS: 4

INSTRUCTOR

Name: Caitlyn Zahn

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Phone: (732) 425-2344 (text first)

Class Time: Tuesday 6:30pm – 9:30pm in Zoom
https://ufl.zoom.us/j/590448312

The syllabus is subject to change during the semester. Students will be notified if changes are made.

CONTACT

If you have any questions about general course contact, please contact the instructor through Canvas email, Zoom chat, or via UF email at czahn@ufl.edu. For all emergencies, please contact the instructor via phone.

OFFICE HOURS

Office hours are available by appointment. If you are unsure about anything related to this course or would like a better understanding of a topic or assignment, please do not hesitate to reach out. You may contact the instructor via Canvas email, Zoom chat, or UF e-mail at any time with any questions or concerns and should expect a response within a 24 hour window. You may also schedule at one-on-one meeting at an agreed upon time if you prefer.

INSTRUCTOR BIO

I'm a Front End Developer and I love coding. I grew up in New Jersey and went to West Virginia University for my undergrad where I studied Public Relations. About 4 years ago I moved to Sarasota, FL to be closer to the beach! Just like you, I decided to get my Masters and graduated from the UF MAMC WDOC program. I

currently work remotely for a company based in Indianapolis. When I'm not working, I like doing yoga, working out, or going to the beach.

COURSE WEBSITE & LOGIN

Your course is in Canvas (UF e-Learning). Go to http://elearning.ufl.edu/. Click the orange "Log in to e-Learning" button. Login with your GatorLink account. Your course may appear on your Dashboard. If it is not on the dashboard, the course will be in the Courses menu on the left navigation. Click on "All Courses" on this menu. After clicking "All Courses", you have the option to put the course on your dashboard by clicking on the star to the left of the course's name.

Contact UF Helpdesk http://helpdesk.ufl.edu/ (352) 392-HELP (4357) if you have any trouble with accessing your course.

ZOOM

Since this course will have live lectures, we will use Zoom as our virtual classroom. After the class is over, I will post a link to the recorded lecture. You can access the virtual classroom here: https://ufl.zoom.us/j/590448312

THIS COURSE

COURSE LAYOUT

All deliverables for this course are meant to assist you in the topics covered in class and give you an understanding of what it's like to work as a developer. Each week we will have live lectures. Students will be expected to read the assigned readings prior to the beginning of class and should be prepared to be in class the whole time. Following the lecture, students will be expected to complete the assignments or discussions related to the topics learned in class. All tasks can be found in the weekly modules. Should you have any questions, please do not hesitate to reach out!

DESCRIPTION

In this course, students will gain an understanding of design systems by learning about pattern libraries and contribute to projects with other developers using version control. They will understand responsive design and build off of what they previously learned on HTML5, CSS3, and JavaScript. They will also learn other languages including SASS/LESS and jQuery.

OBJECTIVES

By the end of the semester, students will be able to:

- Use and explain the benefits of version control
- Have an understanding of design systems
- Show knowledge and understanding of SASS/LESS/CSS
- Write clean semantic code using BEM
- Create responsive websites
- Write JavaScript and jQuery

Students will be able to answer the following 10 questions by the end of this course:

- What is version control?
- How do I use the terminal?
- What is a design system?
- Where should I use JavaScript?
- How do I write Sass/LESS?
- What is BEM?
- How do I make a website responsive?
- How do I work with others using version control?
- What is agile development?

COURSE DELIVERABLES

This course includes 2 projects, weekly assignments, discussions, and quizzes.

Discussions

There will be several graded discussions throughout the semester. The discussions will give the students an opportunity to share their knowledge of the assigned topics in the form of a blog post, on their Medium blog. Students will be required to submit a link to their blog post on the assigned discussion board, which will be graded as a discussion.

Quizzes

There will be 3 quizzes throughout the semester; the first quiz will be a review of what you previously learned and the other 2 quizzes will be related to topics discussed in class.

Assignments

Weekly assignments will be assigned to give students hands-on experience of the topics discussed in the live lecture.

Projects

There will be 2 projects this semester that will allow you to demonstrate your skills with responsive design techniques, understanding of design systems, version control, HTML5, CSS, Sass, JavaScript and jQuery.

For Project 1, students will be creating a pattern library for a fictitious web or mobile application. This project will be broken up into 2 parts: Part 1 will include a design of the required elements and Part 2 will be a live version of the pattern library.

For Project 2, students will take their working pattern library from Project 1 and create a Marketing website for their application. Project 2 will be broken up into different parts to give students the understanding of what it is like to work in agile development.

COURSE EXPECTATIONS

Students are expected to read the assigned readings prior to class and are expected to be present throughout the duration of class. Class time will be divided into learning and applying. Students will build off of their skills learned in Advanced Web 1 and be introduced to version control and learning new languages like Sass and jQuery.

ORIGINAL WORK

Any and all work you submit in the course of this class is expected to be your original work. The designs must be your own ideas, and the code must be your own hand-written code, **unless** (A) I have explicitly provided code for the given assignment or (B) I have specifically stated otherwise. This stipulation extends but is not limited to the use of grid systems, templates, and boilerplate products. If you have questions about this policy, do not hesitate to ask for clarification.

INTERACTIONS

Students should expect to participate during live lectures in order to receive participation points. Students should also expect to interact with the instructor and possibly other classmates by contributing to repositories by creating or merging a pull request.

ACCOUNTABILITY

Students are expected to complete work on time and participating in class discussions in a professional manner while respecting the instructor and fellow students. These discussions are not limited to the Canvas shell, but all platforms that involve coursework.

GROUP WORK

Students will work with their peers to practice reviewing code, creating a pull request or merging a pull request.

OWNERSHIP EDUCATION

As graduate students, you are not passive participants in this course. All students in this Program have a background in marketing, advertising, public relations, journalism, or similar fields. This class allows you to not only take ownership of your educational experience but to also provide your expertise and knowledge in helping your fellow classmates. The Canvas shell will have an open Q&A thread where you should pose questions to your classmates when you have a question as it relates to an assignment or an issue that has come up at work. Your classmates along with your instructor will be able to respond to these questions and provide feedback and help. This also allows everyone to gain the same knowledge in one location rather than the instructor responding back to just one student, which limits the rest of the class from gaining this knowledge.

REQUIRED TEXT

Students are required to buy the book: "JavaScript and JQuery: Interactive Front-End Web Development" . Any additional required reading will be provided in Canvas.

TECHNICAL REQUIREMENTS

CODE EDITOR

Atom editor (https://atom.io) by GitHub is required.

WEB BROWSERS

Chrome Canary (https://google.com/chrome/browser/canary.html) is required.

WEB HOSTING

You will be required to submit "live" work, sites and projects that are hosted through a web hosting service. If you do not have a hosting service and need assistance purchasing one, please contact the instructor.

GRAPHICS PROGRAMS

It's recommended to have access to Adobe Photoshop, Adobe Illustrator, or similar, such as Sketch.

USER PROFILES

For Assignment 1, you will be assigned to create a user profile for Github and Medium. We will review these platforms during the first week of class.

PREREQUISITE KNOWLEDGE & SKILLS

Knowledge and skills from Advanced Web 1.

TEACHING PHILOSOPHY

This course will be taught assuming you know the basics of HTML, CSS, and JavaScript. I will focus on teaching a hands-on experience for students to build on their previous skills. During class students are expected to participate by answering questions and coding along.

COURSE POLICIES
ATTENDANCE

This is a 12-week course, with classes meeting every Tuesday from 6:30pm – 9:30pm EST in the Zoom virtual classroom. Students are expected to attend all live class meetings and participate. Presentations will be held throughout the semester to give students the opportunity to showcase their work. When a student is not presenting, they are expected to give classmates constructive critiques.

MAKE-UP POLICY

In the event that you are not able to attend class, please contact your instructor prior to that class. In order to get credit for the missed class, students are required

to submit a "Missed Class Response Form" that will summarized the missed lecture and any in class work, via czahn@ufl.edu by 5:59pm on the day of the following class, giving student 7 calendar days to complete it. If a student is going to miss a presentation, they are required to submit a prerecorded version of their presentation by 5:59pm on the day the assignment is due.

LATE WORK

All work is due on or before the due date. Extensions for deadlines will only be for preapproved emergencies. Minor inconveniences, such as family vacation or minor illness, are not valid reasons for extensions. A problem uploading to Canvas is not an excuse. If you are having technical difficulties with Canvas, there are different means to submit work that all involve some sort of time stamping. Emailed links to Dropbox or Google Drive files, or zip files sent directly to my personal email address are examples of acceptable alternatives. Deadlines are critical to this class. For this reason, there will be penalties for late work:

- Less than an hour late   05 points off
- More than an hour late but less than 24 hours late   10 points off
- More than 24 hours late but less than 48 hours late   20 points off
- 48 hours late   Not accepted at all

TECHNICAL ISSUE POLICY

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up. Contact UF helpdesk (352) 392-HELP.

EMERGENCY AND EXTENUATING CIRCUMSTANCES POLICY

Students who face emergencies, such as a major personal medical issue, a death in the family, serious illness of a family member, or other situations beyond their control should notify their instructors immediately.

Students are also advised to contact the Dean of Students Office if they would like more information on the medical withdrawal or drop process: https://www.dso.ufl.edu/care/medical-withdrawal-process/ .

DROPPING A COURSE

Students MUST inform their academic advisor before dropping a course, whether for medical or non-medical reasons. Your advisor will assist with notifying professors and go over options for how to proceed with their classes. Email your

academic advisor and put "dropping a course" in the subject line. Your academic advisor will reply with the necessary procedures.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found in the online catalogue at:
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

COURSEWORK SUBMISSIONS

All assignments, quizzes, projects, and discussion will be submitted electronically in Canvas. Directions on what is expected when you submit (link, pdf, etc.) will be clarified on each assignment.

DEADLINES

This class, like others, involves many deadlines. Here is a reminder. Each week begins on a Monday, includes a class on Tuesday, and is completed on Sunday. Unless noted otherwise, all assignments are due by 11:59pm on Sundays.

- Discussions   11:59 PM EST Sundays Link in Canvas
- Assignments   11:59 PM EST Sundays in Canvas
- Project 1 (midterm)   11:59 PM EST Sunday Week 5 (6/17)
- Project 2 (final)   11:59 PM EST Sunday Week 12 (8/5)

GRADING

Your work will be evaluated according to the following distribution (example):

- Discussions   15%
- Weekly Assignments   20%
- Quizzes   10%
- Participation   15%
- Project 1   20%
- Project 2   20%

Your final grade will be rewarded as follows.

A   100%   to   93.5%

A-   < 93.5% to   89.5%

B+   < 89.5% to   86.5%

B   < 86.5% to   83.5%

B-   < 83.5% to   79.5%

C+	< 79.5%	to	76.5%
C	< 76.5%	to	73.5%
C-	< 73.5%	to	69.5%
D+	< 69.5%	to	66.5%
D	< 66.5%	to	63.5%
D-	< 63.5%	to	59.5%
F	< 59.5%	to	0%

UNIVERSITY POLICIES

UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES

Students requesting accommodation for disabilities must first register with the Dean of Students Office (http://www.dso.ufl.edu/drc/). The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit this documentation prior to submitting assignments or taking the quizzes or exams. Accommodations are not retroactive, therefore, students should contact the office as soon as possible in the term for which they are seeking accommodations.

Students with Disabilities who may need accommodations in this class are encouraged to notify the instructor and contact the Disability Resource Center (DRC) so that reasonable accommodations may be implemented. DRC is located in room 001 in Reid Hall or you can contact them by phone at 352-392-8565.

NETIQUETTE: COMMUNICATION COURTESY

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats. http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf

CLASS DEMEANOR

Mastery in this class requires preparation, passion, and professionalism. Students are expected, within the requirements allowed by university policy, to attend class, be on time, and meet all deadlines. Work assigned in advance of class should be completed as directed. Full participation in online and live discussions, group projects, and small group activities is expected.

My role as instructor is to identify critical issues related to the course, direct you and teach relevant information, assign appropriate learning activities, create opportunities for assessing your performance, and communicate the outcomes of

such assessments in a timely, informative, and professional way. Feedback is essential for you to have confidence that you have mastered the material and for me to determine that you are meeting all course requirements.

At all times it is expected you will welcome and respond professionally to assessment feedback, that you will treat your fellow students and me with respect, and that you will contribute to the success of the class as best as you can.

OTHER RESOURCES

Other are available at http://www.distance.ufl.edu/ getting-help for:

- Counseling and Wellness resources
    - http://www.counseling.ufl.edu/cwc/ 352-392-1575
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Should you have any complaints with your experience in this course please contact your program director and/or student support coordinator at distancesuppport@jou.ufl.edu or visit http://www.distance.ufl.edu/student-complaints to submit a complaint.

COURSE EVALUATION

Students are expected to provide feedback on the quality of instruction in this course based on 10 criteria. These evaluations are conducted online at https://evaluations.ufl.edu

Evaluations are typically open during the last two or three weeks of the semester. Students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results

UNIVERSITY POLICY ON ACADEMIC MISCONDUCT

Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at http://www.dso.ufl.edu/students.php

The University of Florida Honor Code was voted on and passed by the Student Body in the fall 1995 semester. The Honor Code reads as follows:

Preamble: In adopting this Honor Code, the students of the University of Florida recognize that academic honesty and integrity are fundamental values of the University community. Students who enroll at the University commit to holding themselves and their peers to the high standard of honor required by the Honor

Code. Any individual who becomes aware of a violation of the Honor Code is bound by honor to take corrective action. A student-run Honor Court and faculty support are crucial to the success of the Honor Code. The quality of a University of Florida education is dependent upon the community acceptance and enforcement of the Honor Code.

The Honor Code: "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity."

On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied:

"On my honor, I have neither given nor received unauthorized aid in doing this assignment."

For more information about academic honesty, contact Student Judicial Affairs, P202 Peabody Hall, 352-392-1261.

ACADEMIC HONESTY

All graduate students in the College of Journalism and Communications are expected to conduct themselves with the highest degree of integrity. It is the students' responsibility to ensure that they know and understand the requirements of every assignment. At a minimum, this includes avoiding the following:

Plagiarism: Plagiarism occurs when an individual presents the ideas or expressions of another as his or her own. Students must always credit others' ideas with accurate citations and must use quotation marks and citations when presenting the words of others. A thorough understanding of plagiarism is a precondition for admittance to graduate studies in the college.

Cheating: Cheating occurs when a student circumvents or ignores the rules that govern an academic assignment such as an exam or class paper. It can include using notes, in physical or electronic form, in an exam, submitting the work of another as one's own, or reusing a paper a student has composed for one class in another class. If a student is not sure about the rules that govern an assignment, it is the student's responsibility to ask for clarification from his instructor.

Misrepresenting Research Data: The integrity of data in mass communication research is a paramount issue for advancing knowledge and the credibility of our professions. For this reason any intentional 14 misrepresentation of data, or misrepresentation of the conditions or circumstances of data collection, is considered a violation of academic integrity. Misrepresenting data is a clear violation of the rules and requirements of academic integrity and honesty.

Any violation of the above stated conditions is grounds for immediate dismissal from the program and will result in revocation of the degree if the degree previously has been awarded.

Students are expected to adhere to the University of Florida Code of Conduct https://www.dso.ufl.edu/%20sccr/process/student-conduct-honor-code

If you have additional questions, please refer to the Online Graduate Program Student Handbook you received when you were admitted into the Program.

COURSE & ASSIGNMENT DETAILS

WEEKLY LECTURES

This course includes weekly live lectures and class participation. Throughout the semester, students will be required to give presentations. If you are not presenting you are expected to give your classmates constructive critiques. In the event you miss a class, please see the attendance and make-up policy.

ASSIGNMENT DETAILS

All assignment details will be provided in Canvas with a rubric.

COURSE SCHEDULE

WEEKLY MODULE DATES

Weekly modules will be open on Mondays and close on Sundays. For the first week of classes, the week 1 module will open on Monday. Please note that our

class will meet on Tuesday from 6:30 – 9:30pm. The weekly dates of the semester are as follows:

Week	Dates	Class Day
1	5/14 – 5/20	5/15
2	5/21 – 5/27	5/22
3	5/28 – 6/3	5/29
4	6/4 – 6/10	6/5
5	6/11 – 6/17	6/12
6	6/18 – 6/24	6/19
7	6/25 – 7/1	6/26
8	7/2 – 7/8	7/3
9	7/9 – 7/15	7/10
10	7/16 – 7/22	7/17
11	7/23 – 7/29	7/24
12	7/30 – 8/5	7/31

COURSE INTRODUCTION & SYLLABUS

- Watch course introduction and syllabus
- Advanced Web 2 Questionaire – Due by 5:59pm on Tuesday 5/15
- Introduction - Due in Canvas by 11:59pm on Sunday 5/20

COURSE SCHEDULE
WEEK 1 – (5/14 - 5/20)
UNDERSTANDING THE WEB AND DEVELOPER EXPECTATIONS
Learning Objectives

- Course Intro
- The WWW & Web Specifications
- Becoming a developer
- Introduction to the terminal and Version Control

Watch

- Course classroom (Zoom link)

Required Readings/Links (by Class)

- Github
- Medium
- What is version control?
    - https://git-scm.com/book/en/v2/Getting-Started-About-Version-Control

Assignments

- Give Midterm Assignment
- Assignment 1 - Create Github Account and Medium account
    - Due in Canvas by 11:59pm on Sunday 5/20
- Quiz 1
    - Due in Canvas by 11:59pm on Sunday 5/20
- Project 1 – Application Name & Description
    - Due in Canvas by 11:59 on Sunday 5/20

WEEK 2 – (5/21-5/27)
VERSION CONTROL, THE TERMINAL, AND STYLE SHEETS
Learning Objectives

- Understanding Documentation
- Markdown
- Version Control and the Terminal
- Understanding Design Systems
- Reviewing CSS/responsive design
- BEM

Watch:

- Course classroom (Zoom link)

Required Readings/Links (by Class)

- [Responsive Design](#)
- [BEM](#)
- [Building a visual language](#)
- [Sass](#)

Assignments

- Discussion 1 - Responsive design, BEM, Markdown, or Version Control
    - Link in Canvas on Discussion 1 board due by 11:59pm on Sunday 5/27
- Assignment 2 – Responsive design, BEM, Version Control
    - Due in Canvas by 11:59pm on Sunday 5/27

WEEK 3 – (5/28 – 6/3)
USING VERSION CONTROL AND SASS
Learning Objectives

- Pull requests and using version control
- .EditorConfig
- .gitignore
- Sass
- DOM

Watch:

- Course classroom (Zoom link)

Required Readings:

- "JavaScript and JQuery: Interactive Front-End Web Development"
  - DOM – 183 – 242

Optional Readings:

- Sass For Web Designers
- Git For Humans

Assignments

- Assignment 3 – Sass, Github
  - Due by 11:59pm on Sunday 6/3
- Project 1 – Part 1 – Designing your design system
  - Due in Canvas by 5:59pm Tuesday 6/5

WEEK 4 – (6/4 – 6/10)
JAVASCRIPT AND WORKFLOW

Learning Objectives

- JavaScript Basics & Functions
- JavaScript decisions and loops
- JavaScript Events

Watch:

- Course classroom (Zoom link)

Required Readings:

- "JavaScript and JQuery: Interactive Front-End Web Development"
  - Basics – 53- 84
  - Functions – 85 - 144
  - Decisions and Loops – 145 – 182

Assignments

- Assignment 4 – JavaScript Basics and functions
  - Due in Canvas by 11:59pm on Sunday 6/10
- Quiz 2 – Sass, responsive design
  - Due in Canvas by 11:59pm on Sunday 6/10

WEEK 5 – (6/11 – 6/17)
PRESENTATIONS
Learning Objectives

- Present mid-semester project
- Understanding Agile Development, Workflow, Prototype
- More on Design Systems
- Assign final project
- Pre-recorded lecture on JavaScript Events

Watch:

- Course classroom (Zoom link)

Required Readings:

- Agile Development
- "JavaScript and JQuery: Interactive Front-End Web Development"
  - Events – 243 - 292

Assignments

- Project 1 - Pattern Library Midterm
  - Due in Canvas by 11:59pm on Sunday 6/17
- Discussion 2 – Sass is helpful to pattern library
  - Link due in Canvas by 11:59pm on Sunday 6/17

WEEK 6 – (6/18 – 6/24)
SPRINT 1 – WEEK 1
Learning Objectives

- Utilizing your pattern library in your marketing website
- User Experience/User Flow

Watch:

- Course classroom (Zoom link)

Assignments

- Project 2 – Part 1 – Mockup
  - Due in Canvas by 11:59pm on Sunday 6/24
- Discussion 3 – Agile development
  - Link due in Canvas by 11:59pm on Sunday 6/24

WEEK 7 – (6/25 – 7/1)
SPRINT 1 – WEEK 2
Learning Objectives

- jQuery

Watch:

- Course classroom (Zoom link)
- Guest Lecture

Required Readings:

- "JavaScript and JQuery: Interactive Front-End Web Development"
    o jQuery – 292 - 366

Assignments

- Project 2 – Part 2 – import design system for final
    o Link due in Canvas by 11:59pm on Sunday 7/1
- Assignment 5 – jQuery
    o Link due in Canvas by 11:59pm on Sunday 7/1

WEEK 8 – (7/2 – 7/8)
SPRINT 2 – WEEK 1
Learning Objectives

- Demo Sprint 1 – mockups
- jQuery plugins

Watch:

- Course classroom (Zoom link)

Required Readings:

- jQuery plugins (link)

Assignments

- Project 2 – Part 3 – create a PR for me to view and merge
    o Link due in Canvas by 11:59pm on Sunday 7/8
- Quiz 3 - JS/jQuery
    o Due in Canvas by 11:59pm on Sunday 7/8

WEEK 9 – (7/9 – 7/15)
SPRINT 2 – WEEK 2
Learning Objectives

- AJAX
- JSON
- Form Enhancement/Validation
- API

Watch:

- Course classroom (Zoom link)

Required Readings:

- "JavaScript and JQuery: Interactive Front-End Web Development"
    - AJAX & JSON – 367 – 408
    - API – 409 – 448
    - Form Enhancement – 567 - 622

Assignments

- Project 2 – Part 4 – Homepage, contact page
    - Link due in Canvas by 11:59pm on Sunday 7/15

WEEK 10 – (7/16 – 7/22)
SPRINT 3 – WEEK 1
Learning Objectives

- Demo Sprint 2
- Accessibility
- Error Handling and Debugging

Watch:

- Course classroom (Zoom link)

Required Readings:

- Accessibility
- "JavaScript and JQuery: Interactive Front-End Web Development"
    - Error Handling and Debugging – 449 - 486

Assignments

- Project 2 – Part 5 – Pricing Page, About Page
    - o   Link due in Canvas by 11:59pm on Sunday 7/22
- Discussion 4 – what you learned about Design systems
    - o   Link due in Canvas by 11:59pm on Sunday 7/22

WEEK 11 – (7/23 – 7/29)
SPRINT 3 – WEEK 2
Learning Objectives

- More on accessibility
- Applying it to your website

Watch:

- Course classroom (Zoom link)

Assignments

- Project 2 – Part 6 – Form enhancement, accessibility
    - o   Link due in Canvas by 11:59pm on Sunday 7/29
- Discussion 5 – Development
    - o   Link due in Canvas by 11:59pm on Sunday 7/29

WEEK 12 – (7/30 – 8/5)
FINAL PROJECT PRESENTATIONS
Learning Objectives

- Present Final Projects

Watch:

- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Assignments

- Project 2 – final
    - o   Link due in Canvas by 11:59pm on Sunday 8/5