

CSC309 - Programming on the Web

Fall 2017

General Information

Instructor	Prof. Juan González gonzalez@teach.cs.toronto.edu
Course Site	http://www.teach.cs.toronto.edu/~csc309h/fall Will be updated on a weekly basis with announcements and AFTER each lecture/tutorial.

Schedule

Section LEC0101 & LEC2001

Lectures	Mon, Wed 3-4pm in GB244
Tutorials	Fri 3-4pm
Teams 01-06 in	BA2200
Teams 07-14 in	BA3175
Teams 15-20 in	BA3185
Teams 21-25 in	BA3195

Section LEC0201

Lectures	Mon, Wed 4-5pm in GB244
Tutorials	Fri 4-5pm
Teams 26-31 in	BA2200
Teams 32-39 in	BA3175
Teams 40-45 in	BA3185
Teams 46-50 in	BA3195

Office Hours	Wednesdays 1-3pm in BA3219 (some) Fridays 5-6 pm in BA3219 Any exceptions will be published ahead of the week in the course page
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Overview

This course is an introduction to software development on the web. It introduces the concepts underlying the development of programs that operate on the web, provides operational concepts of the internet and the web, static client content, dynamic client content, dynamically served content, n-tiered architectures, web development processes, and security on the web.

Prerequisites

Familiarity with SQL and experience in developing programs of significant size.

Marking

Course grade will be determined as follows:

	Weight	Out	Due
Forum Participation	5%		
Tutorial Quiz (10 in total)	20%		
P1 - Using APIs	10%	Sep 18	Oct 6
P2 - Front-end Development	15%	Oct 16	Nov 3
P3 - Back-end Development	20%	Nov 13	Dec 1
Final Exam	30%		

In addition to these requirements, in order to pass this course, you must achieve 40% of the final exam.

Project Policies

1. While there are 3 projects outlined in the schedule, each one of them will build upon the foundation laid by the previous
2. Each project team will consist of 4 students and will be fixed for the duration of all 3 projects. To
3. Assignments will be posted on the course web page.
4. Assignments are due at 2pm on their due date.
5. All deliverables should be submitted electronically.
6. **Late course work.** You can turn in your assignment up to 3 days late at a cost of 10% for each day you are late. No assignment will be accepted after 3 days, and will be given a grade of 0. If you are struggling with an assignment, talk to the instructor or the TA's for help before the deadline.

7. **Re-marking.** The TA's will hold a special re-marking session shortly after assignments are handed back to students. Details will be posted on the course's BB. If you are still dissatisfied after talking to the TA, then set an appointment with the instructor. All re-marking should be complete within one week of the date when the marked assignment is available for hand-back. No assignment will be re-marked after this period.
8. **Communications.** The Online Forum (Piazza) provides the quickest turn around for questions related to assignments. While working on an assignment, make sure to check the forum often as there may be questions asked by your classmates that will clarify the specifications. Always review the forum to confirm your question is not answered already.
9. **Cheating/Plagiarism.** The policy of your faculty or school will be in effect. Programming on the Web is a highly social activity and you are encouraged to openly discuss your approach with classmates; however, all work that you or your assignment group submit must be your own. When you submit an assignment with your name on it, you are certifying that you have done the work on that assignment yourself. Remember that the penalty for cheating is always worse than handing in the assignment late.

Schedule

Week	Topic
September 11	The Programmable Web
September 18	Javascript Functions
September 25	Javascript Objects
October 2	HTML / CSS
October 9	Development Workflow
October 16	DOM & JQuery
October 23	Session Management
October 30	RESTful APIs
November 6	<i>Reading week</i>
November 13	Testing Javascript
November 20	Data Management
November 27	Security and other concerns
December 4	Project Demos