CS2803 Syllabus Summer 2012

Instructor

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Course Overview

First, note that this is an introductory level course. If you already have experience in web development, this might not be the pace that you desire as we assume that you have little to no experience. Along these lines, it is an experimental course that has been taught a couple times here at Tech. We all will essentially be students of the course in one way or another.

Here are the topics we will pursue:

- HyperText Markup Language (HTML) for authoring web pages
- Cascading Style Sheets (CSS) for supplying stylistic information to web pages
- JavaScript for creating interactive web pages
- Asynchronous JavaScript and XML (Ajax) for enhanced web interaction and applications
- PHP Hypertext Processor [OR Python] for generating dynamic pages on a web server
- Deploying static/dynamic pages to a server [e.g. Google app engine, GT hosted LAMP server, etc.]
- Structured Query Language (SQL) for interacting with databases

Beyond covering these topics, additional objectives for this course involve gaining the following skills:

- Explain and differentiate the technologies and development tools we cover at a high-level – e.g. be able to explain how a given technology might be applied in a client/server architecture.
- Given a set of application requirements, be able to analyze them and create a product realizing them.
- Understand and incorporate fundamental usability principles in your applications
- Be comfortable read and using web development "lingo"
- HTML/CSS validation
- Teamwork
- Independent learning so you can pick up new tools on your own

Required Course Textbook

Web Programming Step by Step
ISBN: 978-0-578-01239-1
Buy it here: http://bit.ly/JPFbwU

Grading Policy

TBA: This class will be (mini) project-based—each will be of equal weight. There will not be any tests or a final. In-class assignments (PASS/FAIL) will due at the end of lecture.

Letter Grade Assignments

A >= 90.00
B >= 80.00 and < 90.00
C >= 70.00 and < 80.00
D >= 60.00 and < 70.00
F < 60.00

Academic Integrity

We expect academic honor and integrity from students. You are to be aware of and follow the academic honor code of Georgia Tech: www.deanofstudents.gatech.edu/osi/plugins/content/index.php. To put it plainly we will not tolerate cheating. Your work in this class is to be your own. You are not allowed to share code with nor receive code from other students in the class, nor any outside source. Anyone found to be using code from others or providing code to others may be subject to academic misconduct charges. To read more about GT's Academic Honor Code and the judicial process, you can check with the Dean of Students' Office of Student Integrity website: www.deanofstudents.gatech.edu/osi/

Makeup Assignments:

There are no generally available makeup assignments. Makeup assignments will only be considered under special circumstances such as serious illness, hospitalization, death in the family, judicial procedures, military service, or official school functions. Documentation must be provided on letterhead with the signature of a physician, supervisor, or other appropriate official. The decision is at the sole discretion of your instructor.

Events such as errands, work conflicts, sleeping through your alarm, alarm malfunction, not being aware of the exam are definitely not valid excuses.

Email Policy

You must conduct all official email correspondence for this course using your official GT email account. This is to protect your privacy. Email from outside sources such as gmail, hotmail, yahoo, and other personal accounts will be ignored.

Be sure to use an informative email subject that includes CS2803 in the subject of the email! For example, Subject: CS2803 assignment 2 question. Definitely do not email saying "I'm in your CS class..."

Class & Workshop Attendance

Lecture attendance is assumed.

Course Expectations

1. Lecture attendance is assumed.
2. Keep up with the reading.
3. Try the code that we do in class.
4. Do your own homework and experiment with examples from class! Learning to program is like learning a sport. It takes actual practice and time to get comfortable with programming. The assignments that are given are opportunities to learn the material that you will be responsible for on exams. Copying your friends HW will only expose your limitations during quizzes and exams.
5. Take initiative. Begin your assignments early and if you think you need help, come prepared. Use the resources that are provided for you, and be determined to succeed from the start.