PIC 40A Introduction to Programming for Internet
Spring 2025

Instructor information:

Name: Adrien Weihs
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Lecture hours: Monday, Wednesday, Friday 1-1:50pm
Lecture location: Math Sciences 5147
Office hours: Monday, Wednesday 2pm-3pm
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TA information:

Name: Meith Navlakha
Discussion hours: Tuesday, Thursday (1-1:50pm)
Discussion location: Math Sciences 5147
Office hours: TBD
Office location: TBD

Course description and content:

Lecture, three hours; discussion, two hours. Requisites: course 10A or Computer Science 31 or equivalent, and one from course 10B, 16A, 20A, Computer Science 32, or equivalent, with grades of C- or better. Introduction to programming for World Wide Web for students with strong foundation in programming. HTML5 and CSS3 markup languages to design websites; client-side scripting with JavaScript to enable event-driven interactivity, animations, and cookie tracking; server-side scripting with PHP to render HTML pages, store, and retrieve data on server; and introduction to databases through SQLite3. P/NP or letter grading.

I will teach PIC40A based on the material from Sarah Burnett, Michael Andrews and Mike Lindstrom. Some slides are provided on Bruin Learn. We will cover a large subset of the slides but not in the same order.

We will discuss the following languages.

- `HTML5` - a markup language (not a programming language) for how information on a webpage should be rendered/displayed in a web browser.
- `Javascript` - a programming language that is used heavily in web development. Javascript allows us to make webpages interactive. It also allows us to generate more complicated webpages that would be a huge hassle to write with raw HTML.
- `PHP` - a programming language which allows us to generate HTML that a web browser displays without the clients ever seeing the code that goes on behind the scenes. It

allows us to perform server-side operations like writing to files or looking up hashed passwords.

- `CSS3` - provides a means for specifying format/display instructions to the web browser when it parses HTML. A browser can have its own defaults. The CSS gives the control back to the web developer so that we can make pretty websites.
- `SQLite3` - a standardized query language to work with databases.

Course materials:

Official Browser: Google Chrome
Text Editor: Sublime Text or VScode
PIC server: This is where your live webpage will live. It is maintained by the Math IT people during the weekdays M-F 9-5.
Bruin Learn/Canvas: Lectures and assignments will be delivered through Bruin Learn and its integrated tools.

Office hours: Will be held in-person. The purpose of office hours is primarily to discuss/clarify course concepts.

Grading:

Your final course grade will be calculated by:

Weight	Category
40%	Assignments
30%	Midterm
30%	Final exam

Assignments: There will be 9 weekly assignments posted on Bruin Learn and submitted via Gradescope. Follow the assignment specifications carefully to maximize your points. Your website must run without errors (e.g., no server errors, JavaScript errors, or invalid HTML) to earn credit. Assignments will progressively build towards a final webpage. While collaboration is encouraged, each student must submit their own work. Plagiarism, including copying from others, the internet, or AI, is strictly prohibited (see details below).

Midterms: In-class, on-paper midterm on May 9th.

Final: In-class final on Wednesday, June 12th, 11:30am-2:30pm. More details will be provided the week prior.

Missed assignments and make-up policy: All homework assignments are due by Wednesday 5pm. If you miss an assignment or had an error in your webpage, you should attend discussion afterwards to learn how to fix your page. Make a separate directory 'hw4_corrected'. **Do not alter ANY assignments after the deadline**. Your live webpage needs to be the same as the documents submitted on Gradescope by the deadline. If you do not turn in the assignment by the deadline, the grade will be a 0. Also, any changes to the live webpage after the deadline will result in a 0. If you have an excused absence for the midterm, the final exam grade will replace your midterm score. The final exam must be taken to pass the class.

Regrade: Any issues about grading must be addressed within 1 week of the returned date through Gradescope. After that time no score changes will be allowed.

Grade Cut-offs:
A [93, 100), A- [90, 93), B+ [87, 90), B [83, 87), B- [80, 83), C+ [77, 80), C [70, 77), etc.
Final cut-offs may be adjusted at the end of the quarter, but only to benefit students.

Additional information:

Accommodations: Any student requiring accommodations should contact the Center for Accessible Education (CAE) as soon as possible. Within the first two weeks of the quarter, we should discuss and coordinate any CAE-approved accommodations.

Counseling: Resources are available to foster the well-being of all UCLA students as they pursue their academic goals. Any student who finds themselves in immediate distress, please call Counseling and Psychological Services (CAPS) to speak directly with a counselor 24/7, or please call 911. Your physical and mental health are more important than any class.

Academic integrity: You are encouraged to reuse any code snippets provided by me or your TAs, as well as assistance received during office hours and discussions. However, all graded assignments must be your own work. This includes work that is free from unauthorized assistance, including from other people or generative AI tools.

Because we want to maximize your learning in this course, you are not permitted to use AI-based technology (like ChatGPT and Copilot) to write code. It is often very clear to instructional staff when AI has been used by a student to solve a problem, especially because the AI algorithm is aware of content beyond the scope of the course. If you use AI to solve homework problems, your work will be reported to the Office Of Student Conduct. For the same reasons as mentioned, you are not allowed to paste code that was found through Googling or found on

StackOverflow or Chegg. Solutions that make use of code found on the internet will be reported to the Office Of Student Conduct.

You are allowed to discuss homework with other students in the class. However, you must follow the following guidelines. Unreasonably similar solutions will be reported to the Office Of Student Conduct.

- Do not look at or discuss the details of another student's code for an assignment you are working on, and do not let another student look at your code.
- Do not start with someone else's code and make changes to it, or in any way share code with other students.
- If you are talking to another student about a homework assignment, do not take notes, and wait an hour before you write any code. If you engaged with the conversation and it was valuable, an hour delay should help you by giving you space to clarify your thoughts.

By the end of the quarter, an algorithm will be used to determine how well assignments match. If an assignment if flagged as identical to another it will be reviewed. If it's determined to look suspicious, it will be reported to the Office Of Student Conduct. Any other plagiarism on assignments will result in a 0 on all assignments. Any form of plagiarism will result in a score of 0 for the assignment, and all incidents of plagiarism—whether on assignments or exams—will be reported according to university policy.