Syllabus: Front-end web development

31 December 2022

# Overview

This course is designed to help students learn the technologies and techniques for designing web-based applications. This course focuses on the front end. Topics include HTML5, CSS3 and JavaScript. Frameworks and libraries such as Bootstrap and Angular will also be covered in this course.

# Objectives

1. Learn to use MasterGo or other software tools to mockup and wireframe user interfaces.
2. Learn to use HTML5 and CSS3 to build user interfaces for web-based applications.
3. Learn to write JavaScript programs to build interactive user interface elements.
4. Learn to use frameworks and libraries to speed up the development process.

# Materials

All course materials will be accessible through the course website. There’s no book that perfectly matches the content, so I suggest refer to the lecture notes.

In addition to the notes, we will use online resources such as W3Schools and the Mozilla Developer Network (MDN) documentation. There’re a few books that you may find helpful. I’m listing them below.

# Approach

Web development is hands-on, so a large chunk of the course will be devoted to exercises. Students must attempt all exercises to learn the material. There’s no other way around.

Please follow the notes to complete exercises and assignments and read assigned readings for each lecture.

# Deliverables

There will be multiple deliverables in this course:

1. Exercises: Please follow along the lecture notes to complete exercises. These exercises are designed to help you grasp the basics of markup and scripting for web development.
2. Assignments: There will be larger exercises, or assignments, that help students integrate what they learned from class to build their own web applications as well.

# Calendar

Please refer to the attached calendar for details about the course, including important deadlines.