SUNY Korea
The State University of New York

Fall 2020

CSE 102 : Introduction to Web Design and Programming

LECTURE 0 – COURSE INTRODUCTION

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Course Information

CSE 102 : Introduction to Web Design and Programming

Course webpage: https://ppawar.github.io/Fall2020/CSE102-F20/index.html

Lectures: Mon/Wed 5:00 - 6:20 PM

Place: B203 or online via Zoom (until 8 October)

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Staff

Instructor

- Pravin Pawar
- Office: B424
- Email: Pravin.pawar@sunykorea.ac.kr
- Phone: +82-032-626-1227 / +82-010-8692-4908
- Office Hours: *Tue/Thu 10:30 AM - 12:30 PM in person or online by Zoom*
- *Skype: pravin.pawar*
- *Kakao talk: pravinpawar*

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Announcements

- Zoom meeting invitation will be sent in advance for the specific class times.
- The zoom meeting session will be recorded and will be made available for viewing later online.
- It is expected that you attend each lecture online (unless medical situation).
- The instructor will record your attendance in-between the lecture break on blackboard.
- Please bring a laptop to each class
  - Classes will involve lecture segments, demos
  - Labs will involve student exercises
- Additional video lectures are noted in the syllabus. These are strongly recommended for extra instruction to help understand various technologies we will learn in this course.

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Course Overview

- An introduction to the design of Web pages, specifically the development of browser and device independent HTML, with an emphasis on the XHTML standards.
- Includes the use of style sheets (CSS) and tools for page layout and verification.
- HTML is presented as a mark-up language, exploring the rules of HTML elements and attributes.
- Students learn the separation of page viewing information from the HTML through CSS style sheets as well as the use of block layout without using HTML tables.
- Addresses HTML display properties including text, color, image, and graphic elements as well as approaches to HTML validation and techniques.
- JavaScript – Dynamic UI
- PHP – Server-side scripting

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Course Outcomes

- Develop the students' ability to create Web pages using validated XHTML standards.
- Introduce the students to the use of Cascading Style Sheets for formatting the presentation of Web pages, and the principles of what makes good Web page style.
- Introduce the students to effective page layout principles and the use of CSS positioning for effective Web page layout.
- Introduce the students to WYSIWYG tools for creating well designed and organized Web sites.

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Major Course Topics

- Overview of the Web
- Principles of effective user interface
- Webpage markup with HTML5
- Multimedia
- Styling with CSS
- Web forms and forms processing
- PHP scripting
- Dynamic user interface with JavaScript
- HTML Document Object Model (DOM)
- Introduction to server side programming with PHP
- Web hosting
- Mobile websites
- WYSIWYG HTML editors

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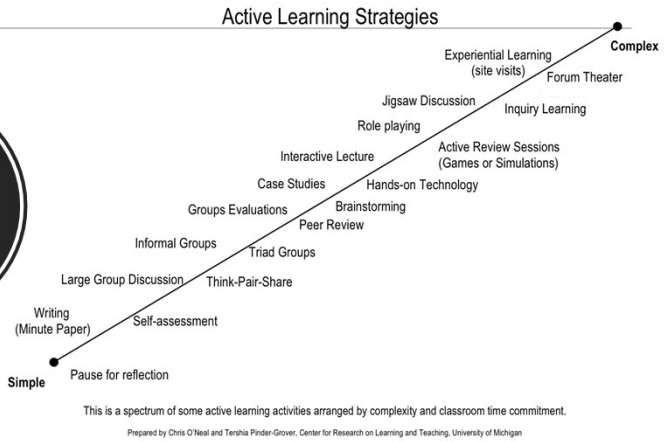
Teaching methodology: Active Learning



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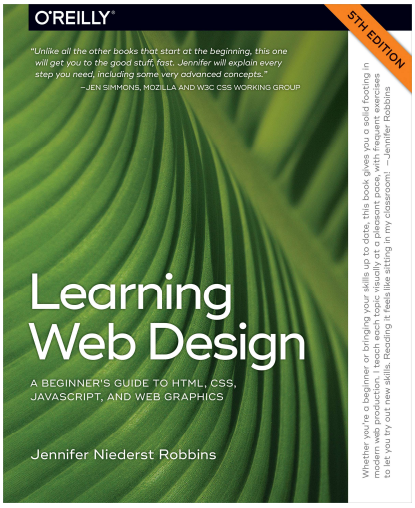

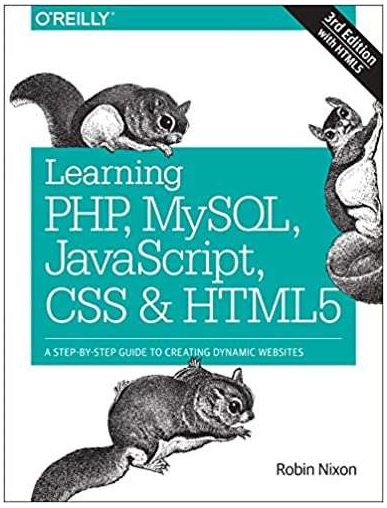

Textbooks

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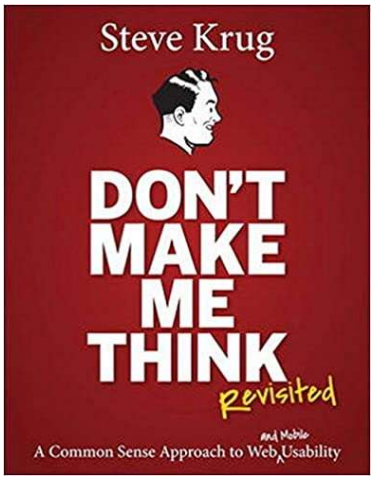

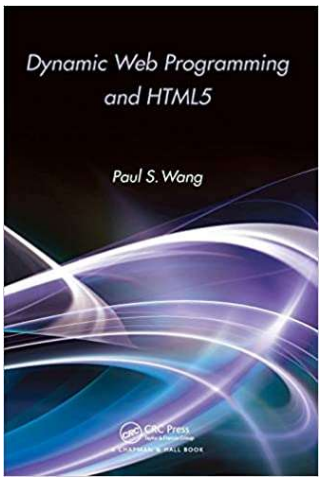

Reference books

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Homework Assignments

These homework assignments will reinforce concepts from class and have you explore new concepts, too

All work will due on fixed dates and times

All work will be completed on an individual basis (write your own code) *unless otherwise instructed*!

You will use **Blackboard** to submit your completed assignments

Please start early on the assignments! Most students find that completing the homework assignments for CSE 102 takes **a lot** longer than they anticipated

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Examinations

- Examination dates are posted on the schedule page of the course website. Tentative dates are:
  - Exercises/Quizzes: Each Wednesday, there will be either classroom exercise or quiz
  - Midterm exam 1: Mon 12 Oct
  - Midterm exam 2: Mon 09 Nov
  - Final exam: – Wed 09 Dec 3:15 PM – 4:45 PM
- Do not miss exams
- Arrange your work and travel schedules as needed to be present for examinations
- Makeup exams will only be given for verified, officially sanctioned university activities.

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Grading (Tentative)

- Programming assignments – a website design project (40%, 4 assignments given)
  - Website will be designed and developed by students using different technologies for these assignments
- Class exercises and surprise quizzes (~10, 2.5% each) = 25% (125 points)
  - A number of class exercises and quizzes will given during the lecture on the material covered in class that week
- Mid-term exams (2 exams given, 10% each) = 20% (100 points)
  - These will be written exams or live programming exams depending on the situation
- Final exam = 15% (75 points)
  - For this exam, you will create Web pages on a PC and submit them on blackboard
- Policies:
  - Makeup exams will only be given for verified, officially sanctioned university activities

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Late Homework Policy

- Assignments must be turned in by the due date and time.
  - Any part of an assignment that's late means the entire assignment is late.
  - If your assignment is incomplete or not entirely working by the due date, turn in what you have to get some partial credit.
- If you have an emergency situation, email me before the due date and I may be able to work something out
- Bottom line: Plan ahead, start early!

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Re-Grading

- For the assignments, quizzes and mid-term exams, request for re-grading must be made within one week from after the announcement of grades.

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Pair Programming

- Identify your programming buddy
- Sit next to each other in a class as much as possible
- Discuss your problems with him/her
- Solve exercises available online and from the books together
- Help each other to learn the course in a cooperative way!!

Benefits:

- Fewer bugs
- Spreads code understanding
- Higher quality code
- Can learn from partner
- Two heads are better than one
- Creativity and brainstorming
- Better testing and debugging
- Improved morale

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Cooperation vs. Copying

- Cooperation (talking over problems) is a good way to learn and is encouraged
- ***Do not copy code. Do not let others look at or copy your code.***
- Copying is not allowed on homework or exams no matter the source
- When you submit your homework or tests, **you are pledging that the work is your own and you have not copied it.**
  - **You are also pledging that you have not allowed others to copy it**.

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Electronics in Class

- Cell phones should be put away during class
- Laptops may be used during periods where you are asked to work on an exercise during class
- Lecture slides are available on the course website for study before class
- Talk to me after class if there's an issue with this policy

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Disability

If you have a physical, psychological, medical or learning disability, please contact the Student Services and Career Team.

- Location: Academic Building A208
- Phone: 626-1190

The DSS will determine with you what accommodations, if any, are necessary and appropriate

All information and documentation of disability is confidential

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How to Succeed in this Class

- Attend class and be on time!
  - Not all information is in my lecture notes or in the book
  - I sometimes do in-class demos that emphasize non-obvious details
- The assigned work will take a lot of your time, so practice good time management
- If you think that this is an easy course and doesn't require any programming, then it is not for you.
- Read the reading assignments and review the lecture notes and try out example code
  - Practice is the only way to become proficient at coding
  - Very often your first, second, or third attempt at solving a problem will not be successful. It is **essential** that you give yourself enough time to try different ideas, taking breaks along the way!
- Ask questions right away if confused. Don't stay confused and don't get behind!
- Welcome and I hope you enjoy the class!

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Questions?

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Inspirations

Steve Krug
(Web Usability)

Don Norman
(Design for Life)

Steve Jobs
(Apple)

Laura Klein
(Lean Startup)

Read more at: https://www.springboard.com/blog/ux-designers-to-follow/

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