Coursework:

1. Homework assignments (roughly, one per week) and class participation: 30%

2. Midterm. Two parts: In-class and take-home. 30%

3. Final project. 40%

Homeworks and class participation:

- the grading criteria and weights of various parts of an assignment may be different for each homework and may or may not be individually specified.
- all homeworks and projects are hands-on coding. Designing, coding, testing, debugging, organizing and documenting the code and working in more than one language, figuring out things on your own, etc. are important aspects of web programming.
- all students should expect to be asked to demonstrate their work in front of the class and answer questions about coding decisions that they made. This includes stating external resources they used and how they were used. Interesting aspects of students' homeworks (by various criteria, including novelty, creativity, cleanness of the code, organization, thorough testing and debugging, etc.) will be highlighted during class time.
- nagging bugs are also a useful way of learning, and students are encouraged to post on the Q&A forum or bring to class code that needs to be debugged. Solutions from other students (either via the Q&A forum, or in-class, during the lab or self-study portions) are always encouraged: these contributions will be counted as part of your *class participation*.
- class attendance is included in "class participation" but class participation means more than just attending the class. In particular, not participating in the tutorial portion of the classes will incur penalties that will be reflected in the final grade.
- **each homework is posted on Moodle on Tuesday, by the end of the day**. You will get familiar with the concepts by doing the Tutorial exercises in class. You will also have the opportunity to discuss and/or work in small groups with your class mates, ask the in-class TA (Alexandra) or the professor. You can always post questions on the Q&A Forum or sign up for office hours. The beginning of each week is devoted to the theoretical aspects that underly web programming and in-class work on the current Homework. It is your duty to *pay attention and ask questions in class in order to make sure you understand what the homework asks you to do*. Each homework is based on the new material covered during the in-class tutorials. It is meant as practice and application of the concepts covered during the lectures and of the coding skills acquired by doing tutorials and in-class lab work.
- **Exceptions** to the Tuesday's posting rule: certain weeks during the semester which include holidays. This will be announced as needed.
- The **tutorials class time** is organized as a lab. This time is devoted to (a) self-guided Tutorial exercises and group discussions on the week's topics, (b) clarifying, in student-group discussions, the connection of these topics with the homework, (c) asking questions to the in-class TA and/or the professor and (d) then starting working (individually) on the homework. The student groups may be ad-hoc or be set up using moodle, can be changed throughout the semester or may be just one group (i.e. the entire class participates in discussions and question/answers).
- Pertinent questions asked during class count as "**class participation"**. It is however *your responsibility to record your class contribution on the corresponding moodle page.*
- Each homework is **due on Sunday night (by 11:59pm).**
- For **extra credit,** students may **submit** their homework **early (by Saturday11:59pm).**
- Most homeworks build on each other, and the exams and final project build upon the homeworks - so skipping a homework may have a severe effect on your preparation for future ones. It is better to **do each homework, even if not perfectly**, rather than skipping some. This being said: not submitting a homework by Tuesday evening amounts to 0 points for the assignment.
- You may submit your homework one day **late** (**by Monday 11:59pm**) with a 10% grade reduction.
- Beyond that, in general, **late submissions are not accepted** and will result in a grade of 0 for the assignment.
- **Extensions: granted ONLY under very special, well documented circumstances.** Make sure you contact the professor BEFORE the due date, clarify the reason for requesting an extension and set up a new deadline that you are sure you can keep. NOTE: in a few cases, you may be better off just accepting a 0 for the missed homework and moving on to the next one, rather than dragging on and then falling behind with the subsequent assignment: ask the professor for advice, if you find yourself in such a situation.

STRUCTURE OF EACH WEEK's HOMEWORK (What and when to submit):

- **Part 1:** Tutorial exercises done in-class and after-class must be submitted (as a zipped folder named tutorials.zip) to Moodle. As proof of your in-class work, in-class exercises must be submitted during class even if incomplete. In-class and after-class tutorials must be zipped and submitted by Friday night (by 11:59pm). **The Friday submission is part of your homework grade**. You can continue working on tutorial exercises, afterwards, but do not resubmit.
- Besides tutorial exercises, each homework has a **Part 2** (technical) and **Part 3** (creative). Do as much as you can and submit a zip file named hwX.zip (e.g. hw1.zip) by Sunday night, containing all three parts (i.e. also including all the tutorial exercises, possibly more of them if you continued working during class).

- During the first few weeks of the course, you will learn how to post your homework on an external server. Details will be given at that time. You will be responsible for remembering to post your assignments.

MIDTERM

The midterm is a mini-project (i.e. will require the application of what you have learned up to the midterm week) and will be similar in complexity to the last homework before the midterm week. It will be taken during class in Week 6 as part one and part two. Each time there will be some in-class work, where you get started and submit whatever you can get done during the class time. You can then finish by the end of the day and resubmit (part one) or several days (as a take-home component - i.e. similar to a homework) (part 2).

FINAL PROJECT

The last three to four weeks of the semester are devoted to the final (group) project. You will receive a list of technical requirements that the project must meet. You and your team will propose a theme for your web application project, and develop a timeline for implementing its components. You should submit an updated version after each class. Each student group will present the final project during the last day of class.

There is no final exam. You have till the end of the exam period (4pm) to fix last-minute bugs, clean up the final project code and document it.

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