

CS 290 - *Web Development*

Fall 2015

Course Catalog Description: Techniques and tools for designing, developing, publishing and maintaining dynamic websites on the World Wide Web. Hypertext/HTML, media integration, emerging web technologies, layout, client side interaction and server side scripting. Web security and issues raised by Internet publishing.

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Office Hours: Posted on Canvas

TA's:

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Office Hours: Held in the Kelley Engineering Center Atrium. times posted on Canvas.

Class Section: 001: M, W, F: 2:00 – 2:50 pm **Room:** LINC 210

Prerequisite: CS 162 or CS 165

Courses that require this as a prerequisite: CS 340

Canvas: Announcements, office hours, weekly homework assignments, group activities, readings and other course information will be placed on Canvas.

Course Content:

- Web site planning, template design, user interface functions.
- Forms, templates, cookies
- Image optimization
- Design / display of database-driven content
- Scripting
- Accessibility features
- Security and privacy issues

Measurable Student Learning Outcomes:

At the completion of this course, students will be able to:

- **Design** and create a moderately complex static web site that conforms to current standards.
- **Implement** a custom user interface behavior using client-side scripting
- **Implement** asynchronous calls for sending data between the client and server.
- **Implement** dynamically-generated websites using server-side scripting.
- **Use** basic database commands to create, store and retrieve data in conjunction with a dynamic website.
- **Describe** how to apply usability, scalability and security concepts in the context of web development.

TEXTBOOKS

Required: *Fundamentals of Web Development* by Connolly and Hoar, Pearson Press. 2015.

Optional: These textbooks are available from Amazon and are optional (and not strongly encouraged unless you are completely new to HTML):

- Elizabeth Castro, HTML, XHTML, and CSS, Sixth Edition: Visual QuickStart Guide, Peachpit Press
- Molly Holzschlag, 250 HTML and Web Design Secrets, Wiley Publishing.
- Jason Teague, DHTML and CSS For the World Wide Web, 3rd Ed, Visual Quickstart Guide, Peachpit Press.
- Douglas Crockford, JavaScript: The Good Parts, Yahoo Press, ISBN 0596517742.

Grade Evaluation: Your course grade will be based on the following:

Assignments	-----	35%
Midterm	-----	15%
Final Exam	-----	25%
Project	-----	25%
TOTAL	-----	100%

Assignments:

- Assignments include a mixture of written documents and web implementations.
- Each assignment will include instructions on how, what and where to make submissions. You will either be submitting to TEACH, Canvas or both.
- Assignments are to be turned in **by 11:59pm** on the date they are due, otherwise an assignment is considered late.
- Late assignments are accepted, but there is a 10% deduction for each day the assignment is late up to 1 week past the assignment due date, otherwise the grade is a zero!!!
- If you have a problem with an assignment grade, **you must contact your TAs through EMAIL within ONE WEEK** of receiving your grade.
- Remember to use your TAs because they are the ones who execute, read, and grade the assignments.

Midterm Exam: Friday Oct. 30th from 2:00 to 2:50pm.

Final Exam: Thursday, December 10th from 9:30 to 11:20am.

The midterm exam will be a written exam, and it will be given during lecture time. The final exam is cumulative. It may include any combination of programming, definitions, explanation of code, true/false and multiple choice questions. The final exam is cumulative and you may use one double-sided note sheet.

Project: Due Wednesday, December 2nd at 11:59pm.

- In addition to the exams and assignments, there will be a project with an implementation and write-up.
- For this project, you can choose to work individually, with a partner or in a group of 3.
- Remember to use your TAs because they are the ones who execute, read, and grade the assignments.

Grading Policies:

- 1) Any requests for extensions/special accommodations must be made in advance, in writing (email).

- 2) **Save all returned work** as any disagreement in scores posted on course web site can only be resolved by producing the graded work.
- 3) Any **disagreement in scoring** must be addressed within one week of the work being returned to you.

Grading Scale

Grade	Average
A	93 or greater
A-	90 - 92
B+	87 - 89
B	83 - 86
B-	80 - 82
C+	77 - 79
C	73 - 76*
C-	70 - 72
D+	67 - 69
D	63 - 66
D-	60 - 62
F	less than 60

* REMINDER: A passing grade for core classes in CS is a C or above. A C-, 72 or below, is not a passing grade for CS majors.

Lecture/ Attendance Policy:

- Be respectful of your classmates' right to learn and my right to teach by following these rules:
- No talking, reading newspapers, or playing with your cell phone.
- Class attendance is not required, but it is **STRONGLY ENCOURAGED**.
- When a class is missed, it is the STUDENT'S responsibility to obtain any notes, assignments, etc. from classmates.
- Please be on time for lecture because it can be disruptive to other students, as well as the instructor.
- If the instructor is late for a lecture, please remain in the classroom for 10 minutes.

Students With Disabilities: Accommodations are collaborative efforts between students, faculty and Disability Access Services (DAS). Students with accommodations approved through DAS are responsible for contacting the faculty member in charge of the course prior to or during the first week of the term to discuss accommodations. Students who believe they are eligible for accommodations but who have not yet obtained approval through DAS should contact DAS immediately at 737-4098.

Academic Honesty and Student Conduct: I encourage students to work together and learn from one another on assignments. However, I do expect you to turn in your OWN work. Working with someone does not include copying someone else's work and changing a small amount of that work, such as variable names, comments, spacing, etc. During group projects you and your partners may turn in one assignment per group with everyone's name attached. Working together is discouraged on exams and the final. At NO point should you copy work from the internet, and if you do copy material from an external resource, then you need to cite the resource and author(s). Cheating and plagiarism are not taken lightly! You will receive a zero on your first abuse of these rules. In the case of shared work, the student sharing the work and the student copying the work will both receive zeros. On the second abuse, your name(s) will be given to the EECS department, where they will handle the details. Please read the [department](http://department.college.university), [college](http://college.university), and university dishonesty policies. <http://oregonstate.edu/studentconduct/code/index.php>.