Web Development: 
Client Side

CIS 191 Syllabus 
Spring 2013

Course Description
This course introduces web site design and development using HyperText Markup Language (HTML) and Cascading Style Sheets (CSS). You will learn standard HTML and CSS and apply that to create and develop a web site. This course is open to any student in any discipline that desires to understand how web sites are created and developed. This course is offered every spring and meets General Education Mathematical Sciences requirement.

Prerequisites:
There are no prerequisites to cis191. This course satisfies the three-hour general education requirement for a course in mathematical sciences.

Course Materials

Textbooks:

Optional Reading:

Software:
All software is available in the labs. The following is a partial list of the software we will be using during this course:
- Dreamweaver (software available in the labs)
- Firefox (free download)
- Firebug (a free Firefox addon)

Optional Software includes:
- Photoshop (available in the labs)
- Fireworks (available in the labs)
- Eclipse with PDT plug-in (free download)
- Aptana Studio – a free Integrated Development Environment (IDE) for Web Development

Course Tools:
Through-out this course, our main communication tool will be Sakai and the course website (specifically the course calendar). You may want to bookmark the calendar page from the course website. If there is ever a date conflict between Sakai and the website, and I have not emailed the class, then the latest date is always correct. If I change due dates, I will email the class to indicate the change. Generally any change would be to a later date rather than an earlier one.

A forum in Sakai will be used for learning together. This means that when you are stuck on some concept or struggling with getting your website to look right, you can ask each other by posting questions on the forum. Students who provide helpful and unique solutions will be given participation points at the professor’s discretion.
Other Course Needs:

- Green Pocket Folder: used during the design phase of the course to submit your designs.
- Graph paper: used to develop designs.
- Tracing paper (or vellum): used to develop cleaner mockups of your website designs.
- Bound Journal used to keep a web design journal. This can be as fancy as a Moleskin Journal or as simple as a Composition Book.

Objectives

The primary objective of this course is to equip you with the skills to design and build a website. Emphasis will be place on craftsmanship. After successfully completing this course, you will be able to:

1. Describe the protocols necessary in delivering web content to users, explaining how the browser interacts with the web server in client-server architectures.
2. Design and develop a website that is HTML version 5 compliant, whose web pages are structured semantically, effectively utilize Cascading Style Sheets to provide presentation, and employ current standards in Web development.
3. Test and validate your web site using professional guidelines and tools.
4. Discuss the issues of ethics as it relates to website design and development.
5. Develop dynamic web pages using basic JavaScript and JavaScript libraries such as Jquery.
6. Critically evaluate website designs.

Expectations

1. Web Design Journal
   
   You are required to keep a good web design journal in which you will collect samples of web designs and print media and evaluation of each sample. You will also use it to take notes during class website critiques. Bring the journal to every class. I will collect them each Tuesday and return them the following Thursday. The layout of the design journal may be flexible. However, for assigned entries you must include the following:
   
   a. A printed screen shot of the website showing the elements you are writing about
   b. The web address of the website – the entire address so that it is easy to get to the website to view it live.
   c. Clearly label elements that you are commenting on using arrows and/or highlighting.
   d. Clear text explaining your ideas
   
   Each entry in your design journal should be a different website.

2. Attendance and Participation
   
   The easiest and most important method of learning and understanding course material is to be prepared for, and present in class! Keeping up with the reading assignments prior to class will make classroom lectures more understandable and engaging. It will also provide you with the confidence to interact during class discussions which will also make the class more enjoyable for all.

   Attendance is required. For illnesses that require you to miss more than one class, you will need an Engle Center excuse or a note from a doctor who treated you. For any absences, you will need to notify me via e-mail at least one hour prior to the class period from which you will be absent. In the case of any absence, you are required to find out about what you’ve missed from class colleagues. You must also copy/photocopy, from a class colleague, any documents or notes I may have distributed to the class on the day or days you were absent. Students who do not e-mail me prior to missing a class, or do not provide a valid Engle Center excuse
or a note from a doctor, will not be able to make up any work that occurred on the day, or days of missed classes, including the Web Design Journal.

Should you be faced with an emergency, such as illness or death in the family, please e-mail me as soon as possible to let me know of the problem and to ask what you should do about missing class. Simply notifying me in advance that you will be absent does not constitute an excused absence.

3. Attentiveness

Through a combination of lectures, discussions, demonstrations, tutorials, website critiques, and possibly guest speakers, this course seeks to provide a learning environment for students to develop their skills in website development. In order to foster this learning environment, be respectful and listen to whoever is presenting or talking to the class, whether it is me, a fellow student, or a guest speaker. You may learn something in the least expected place.

4. Craftsmanship and Pride

Take pride in your work as a craftsman. Work diligently. When working alone, do your own work. When working with a team, do your fair share of the work. When turning in assignments, make the presentation of the assignment part of your craftsmanship, knowing that appearances do matter.

All of us need help from time to time. When requesting help approach it with the desire to learn the material rather than simply getting the assignment done. The former asks questions that facilitate understanding. The latter looks to the other person to do the work. It is still your work to do.

5. Cell-Phone, Email and Internet Usage

Texting and e-mailing are not permitted during class time. Internet usage should be limited to work that you are doing in this class. Updating and checking on Facebook (or any other social networking sites) during class time is prohibited. Anyone caught doing the above may face a reduction of their overall grade. If you are caught using your cell-phone in any way during class time, you will be asked to leave the class, receiving an unexcused absence and points may be taken off your overall grade.

Course Policy

Academic Integrity

Plagiarism, representing another’s work as your own, will surely result in a lower grade in this course, and may result in failing the course depending on its severity. You must document any sources that you use, whether from the Internet, another person, or printed materials. Website design is included in this policy.

This also includes the work of other students who are currently taking this course. Academic integrity is broader than plagiarism. It includes such things as returning library materials promptly so that you are not keeping another student from completing his or her work. All students at Messiah College must read and abide by the College's policy on academic integrity, which is found in the Academic Handbook at: http://www.messiah.edu/offices/student_affairs/student_handbook/resources/current_handbook/Academic%20Life.pdf

Americans with Disabilities Act

Any student whose disability falls within ADA guidelines should inform the instructor within the first two weeks of any special accommodations or equipment needs necessary to complete the requirements for this course. Students must register documentation with the Office of Disability Services (Hoffman 101). If you have questions, call extension 5387.
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Time and Location:
- Section 1: TR 8:00 am – 9:30 am in Jordan 161
- Section 2: TR 10:45 am – 12:15 pm in Jordan 161

Instructor: Dr. Scott Weaver – Assistant Professor of Computer Science
Email: sweaver@messiah.edu
Office: Frey 127 x 3785
Office Hours: http://home.messiah.edu/~sweaver/Schedule.shtml

Syllabus

Student Assessment

Assignments and Projects (30%)
Assignments will be graded on the fulfillment of the requirements as well as the craftsmanship put into the assignment.

Web Design Journal (10%)
Each Tuesday starting with the second Tuesday of the course, you will turn in your Web Design Journal to be evaluated. I will provide suggested ideas to include in your Web Design Journal, but if you only do the suggestions I provide, you will receive a B for that week. To receive an A for any given week, do on average 1.5 other entries that interest you.

Quizzes (10%)
There will be periodic quizzes focused on the readings.

Exams (20%)
There will be two exams of equal weight. The first will occur prior to Spring Break. The second will be a cumulative final exam during finals week. For each exam you will be allowed to hand-write anything you deem may be helpful on a card or piece of paper measuring 5” x 7”. You will then submit this with your exam.

Final Project (30%)
The final project will be a substantial website. You will submit a proposal for the website. It may be done individually or by a team of no more than 3 students.

Participation (Added Points Grade)
Attendance and participation is vital to making this course interesting to you and others, so come prepared and engaged. However, some students learn better studying on their own. For those students, participation is an act of service to the other students in the class. I believe strongly that students who are actively engaged in the class also do better in the graded aspects of the course. Therefore, I will reward those who attend and participate with what I call an Added Points Grade (AP Grade).

An AP score, given each week, will accumulate to your AP grade. The AP grade is not part of the required categories (that add up to 100%) nor is it a bonus in the sense that it is simply added to your final grade. To calculate your final grade, you would add your AP grade to your actual grade and divide by 100 plus your AP grade. Here’s an example:

A student receives a final grade of 70%. If this student did not do anything for an AP grade, his/her final grade would simply be 70%. However, if the student participated and was engaged enough to receive an AP grade of 20 points, the final grade would be computed by adding 20 to 70 and dividing by 120. So his/her final grade would be 75% instead of 70%.
<table>
<thead>
<tr>
<th>Week</th>
<th>Tuesday’s Topic</th>
<th>Thursday’s Topic</th>
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<tbody>
<tr>
<td>1</td>
<td>Introduction</td>
<td>(Unit 1) The Internet and the World Wide Web&lt;br&gt;&lt;i&gt;Reading: Chapter 1&lt;/i&gt;</td>
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<tr>
<td>2</td>
<td>(Unit 2) Web Design&lt;br&gt;&lt;i&gt;Reading: Chapter 7.1 &amp; 7.2&lt;/i&gt;</td>
<td>(Unit 2) Web Design</td>
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<tr>
<td>3</td>
<td>(Unit 3) Introduction to HTML&lt;br&gt;&lt;i&gt;Reading: Chapter 2&lt;/i&gt;</td>
<td>(Unit 3) Introduction to HTML</td>
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<td>4</td>
<td>LAB: (Unit 3) Introduction to HTML</td>
<td>(Unit 4) Introduction to CSS&lt;br&gt;&lt;i&gt;Reading: Chapter 3&lt;/i&gt;</td>
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<tr>
<td>5</td>
<td>REVIEW</td>
<td>EXAM</td>
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<tr>
<td>6</td>
<td>LAB: Putting HTML &amp; CSS Together</td>
<td>(Unit 5) Page Layout&lt;br&gt;&lt;i&gt;Reading: Chapter 4&lt;/i&gt;</td>
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<td>7</td>
<td>(Unit 5) Page Layout</td>
<td>LAB: (Unit 5) Page Layout</td>
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<tr>
<td>8</td>
<td>LAB: (Unit 5) Page Layout</td>
<td>(Unit 6) Introduction to Forms&lt;br&gt;&lt;i&gt;Reading: Chapter 6.1 &amp; 6.2&lt;/i&gt;</td>
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<td>9</td>
<td>LAB: (Unit 6) Introduction to Forms</td>
<td>(Unit 7) Introduction to JavaScript&lt;br&gt;&lt;i&gt;Reading: Chapter 8.1 – 8.3&lt;/i&gt;</td>
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<td>10</td>
<td>(Unit 7) Introduction to JavaScript</td>
<td>Service Day</td>
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<td>11</td>
<td>(Unit 7) Introduction to JavaScript</td>
<td>LAB: (Unit 7) Introduction to JavaScript</td>
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<td>12</td>
<td>(Unit 8) Business</td>
<td>LAB: Final Project</td>
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<tr>
<td>13</td>
<td>REVIEW FOR FINAL</td>
<td>Reading Day</td>
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