Web Programming and Design

CGS 3066: Spring 2015
Department of Computer Science, Florida State University
January 07, 2015

Class Time and Location
Mondays and Wednesdays, 5:15 - 6:30 PM. LOV 103

Instructor Information

- Instructor: Sharanya Jayaraman
- Email: jayarama@cs.fsu.edu
- Office: Office hours for this course will be held at the CS Majors Lab (006 LOV)
- Office hours: Tuesdays, Wednesdays - 1:00 PM to 3:00 PM

- Teaching Assistant: Ashleigh Davis
- Email: adavis@cs.fsu.edu
- Office: Office hours for this course will be held at the CS Majors Lab (006 LOV)
- Office Hours: Mondays - 3:00 PM to 5 PM.

Class Homepage

Course Website: [ww2.cs.fsu.edu/~jayarama/cgs3066.php](http://ww2.cs.fsu.edu/~jayarama/cgs3066.php)
This website contains all information related to this class including lecture slides, assignments, extra material handed out during class and links to some useful resources. The class will also have a Blackboard page which will be used to post grades and for sending out announcements.

Rationale

This course involves an overview of Internet communications and information services as well as technologies on which the Internet and the Web are built. It focuses on Web design, development, and scripting and learning the latest tools and techniques for building professional, dynamic, and interactive web pages and sites.
Course Objectives

Upon successful completion of this course of study, the student will be familiar with:

1. HTML5
2. CSS 3.0
3. Javascript and jQuery
4. PHP and MySQL
5. Content Management Systems

This class is designed to teach students how to design, build, and construct web pages by writing HTML, CSS, and Javascript without the use of editors like Adobe Dreamweaver. Manually writing HTML out will help you remember HTML and help you learn from mistakes. Eventually you will be able to quickly write a page with a simple text editor.

Textbook

The textbook for the class is “Internet and WWW: How to Program, 5th Edition” by Deitel et. al. In addition to this you can use the lecture notes, slides from the w3school, third party online documentation and extra reading material handed out in class.

Assignments, Projects and Tests

Assignments will be given periodically through the semester. They will be posted on the course website and Blackboard. You will have a week to 10 days to complete these assignments. In addition to this, you will be expected to complete a project that demonstrates your mastery over the concepts introduced in class. Projects can be done in groups of 3. At the end of the semester, students will be expected to demo their projects.

Quizzes will be used to determine class participation and will not be announced beforehand. They will involve a few questions from the day’s class material and will be held at the end of class. There will be two tests over the course of the semester. The date for the midterm will be posted later. The final is on the Wednesday of finals week (4/29/2015) at 5:30 PM.

Grading Policy

The final course grade will be computed as follows:

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quizzes and Class Participation</td>
<td>10%</td>
</tr>
<tr>
<td>Assignments</td>
<td>25%</td>
</tr>
<tr>
<td>Project</td>
<td>25%</td>
</tr>
<tr>
<td>Midterm</td>
<td>20%</td>
</tr>
<tr>
<td>Final</td>
<td>20%</td>
</tr>
</tbody>
</table>

Requests for regrading should be within a week of grades being posted on Blackboard.

The final grade will be calculated according to your numerical average as shown in the table below. The class will NOT be graded on a curve.

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>&gt;93</td>
</tr>
<tr>
<td>A-</td>
<td>92.99 - 90</td>
</tr>
<tr>
<td>B+</td>
<td>89.99 - 87</td>
</tr>
<tr>
<td>B</td>
<td>86.99 - 83</td>
</tr>
<tr>
<td>B-</td>
<td>82.99 - 80</td>
</tr>
<tr>
<td>C+</td>
<td>79.99 - 77</td>
</tr>
<tr>
<td>C</td>
<td>76.99 - 73</td>
</tr>
<tr>
<td>C-</td>
<td>72.99 -70</td>
</tr>
<tr>
<td>D+</td>
<td>69.99 - 67</td>
</tr>
<tr>
<td>D</td>
<td>66.99 - 63</td>
</tr>
<tr>
<td>D-</td>
<td>62.99 -60</td>
</tr>
<tr>
<td>F</td>
<td>&lt;60</td>
</tr>
</tbody>
</table>
Late Assignment Policy

Students are expected to turn their assignments in on or before the due date. Late assignments will suffer a 3 percentage point penalty for every 24 hour period. For example, an assignment worth 200 points turned in 4 days late will receive a 24 point penalty. Assignments turned in 10 days after the due date will receive a grade of '0', but you can still have it graded and receive feedback.

Extra Credit Policy

Extra credit points will be offered on both the midterm and the final. Students might also have the opportunity to earn extra credit points on assignments. Also, students will be offered 3 % extra credit on their final grade if they participate in the ACM Spring 2015 programming contest and solve at least one problem.

Academic Honor Code

The Florida State University Academic Honor Policy outlines the University’s expectations for the integrity of students? academic work, the procedures for resolving alleged violations of those expectations, and the rights and responsibilities of students and faculty members throughout the process. Students are responsible for reading the Academic Honor Policy and for living up to their pledge to " . . . be honest and truthful and . . . [to] strive for personal and institutional integrity at Florida State University." (Florida State University Academic Honor Policy, found at http://dof.fsu.edu/honorpolicy.htm)

Assignments/projects/exams are to be done individually, unless specified otherwise. It is a violation of the Academic Honor Code to take credit for the work done by other people. It is also a violation to assist another person in violating the Code (See the FSU Student Handbook for penalties for violations of the Honor Code). The judgment for the violation of the Academic Honor Code will be done by the instructor and a third party member (another faculty member in the Computer Science Department not involved in this course). Once the judgment is made, the case is closed and no arguments from the involved parties will be heard. Examples of cheating behaviors include:

- Discuss the solution for a homework question.
- Copy programs for programming assignments.
- Use and submit existing programs/reports on the world wide web as written assignments.
- Submit programs/reports/assignments done by a third party, including hired and contracted.
- Plagiarize sentences/paragraphs from others without giving the appropriate references.

Penalty for violating the Academic Honor Code: A 0 grade for the particular assignment/quiz/exam and a reduction of one letter grade in the final grade for all parties involved for each occurrence. A report will be sent to the department chairman for further administrative actions.

Accommodation for Disabilities

Students with disabilities needing academic accommodations should: 1) register with and provide documentation to the Student Disability Resource Center (SDRC), and 2) bring a letter to the instructor indicating the need for accommodation and what type. This should be done within the first week of class. This syllabus and other class materials are available in alternative format upon
request.

For more information about services available to FSU students with disabilities, contact the Assistant Dean of Students:
Student Disability Resource Center
97 Woodward Avenue, South
108 Student Services Building
Florida State University
Tallahassee, FL 32306-4167
(850) 644-9566 (voice)
(850) 644-8504 (TDD)
sdrc@admin.fsu.edu

http://www.disabilitycenter.fsu.edu/

Syllabus Change Policy

This syllabus is a tentative guide for the course and is subject to change. You’ll be informed in class if there’s a change in the syllabus.