# CSC 337-001: Web Programming

9:30 - 10:45 am: Chavez 110

### **Description of Course**

This course provides an introduction to web programming. We will explore the basics of each type of language or technology required to make a fully-fledged web site. We assume all students have taken an introductory programming class such as CSc 110 and understand fundamental programming structures and logic. However, we do not assume that students know a specific programming language.

### **Course Prerequisites or Co-requisites**

CSc 110 or equivalent

### **Instructors and Contact Information**

Name: Allison Obourn

Email: aeobourn@cs.arizona.edu

Office: GS 858

**Office hours:** see staff page of course web page

This course has four Teaching Assistants. Their contact information and study center hours can be found on the course web site.

**Course web page:** http://www.allisonobourn.com/337

### **Course Objectives and Expected Learning Outcomes**

This course is an introduction to programming for the World Wide Web. You will gain a basic understanding of the following topics:

- HyperText Markup Language (HTML) for authoring web pages
- Cascading Style Sheets (CSS) for supplying stylistic information to web pages
- JavaScript for creating interactive web pages
- Requesting content from a web server
- Node.js for generating dynamic pages on a web server
- SQL for interacting with databases

### **Absence and Class Participation Policy**

We will do in class activities in lecture.

The UA's policy concerning Class Attendance, Participation, and Administrative Drops is available at <a href="http://catalog.arizona.edu/policy/class-attendance-participation-and-administrative-drop">http://catalog.arizona.edu/policy/class-attendance-participation-and-administrative-drop</a>

The UA policy regarding absences for any sincerely held religious belief, observance or practice will be accommodated where reasonable: <a href="http://policy.arizona.edu/human-resources/religious-accommodation-policy">http://policy.arizona.edu/human-resources/religious-accommodation-policy</a>.

Absences preapproved by the UA Dean of Students (or dean's designee) will be honored. See https://deanofstudents.arizona.edu/absences

Participating in the course and attending lectures and other course events are vital to the learning process. As such, attendance is strongly encouraged at all lectures and discussion section meetings.

### **Makeup Policy for Students Who Register Late**

Students who register late may not make up any missed work.

### **Course Communications**

Course announcements will be listed on the web site and/or sent to your official UA e-mail address.

### **Required Texts or Readings**

We will not be requiring a textbook this semester. If you would like a reference, the following book is very good. Unfortunately, however, it does not cover all of the languages taught this semester.

Stepp/Miller/Kirst. *Web Programming Step by Step, Second Edition*. ISBN 978-1-105-57878-6.

# Assignments and Examinations: Schedule/Due Dates

Students will be required to complete weekly programming projects. Students will receive their grades and feedback by the end of the day the day before the next assignment is due. Each student's lowest programming project score will be dropped. Students will also be required to complete a final project.

Midterm: February 28th in class

Students are not allowed to resubmit assignments for any reason.

#### Final Examination

Tuesday, 5/7/18, 8:00 - 10:00 am

Final examination information and schedules can be found at the following two locations: <a href="https://www.registrar.arizona.edu/courses/final-examination-regulations-and-information">https://www.registrar.arizona.edu/courses/final-examination-regulations-and-information</a> <a href="https://www.registrar.arizona.edu/schedules/finals.htm">https://www.registrar.arizona.edu/schedules/finals.htm</a>

# **Grading Scale and Policies**

50% weekly programming projects

10% final project18% midterm22% final exam

This maps to the grading scale roughly as follows. You will get at least the grade below for the percentage shown.

90%: at least A 80%: at least B 70%: at least C 60%: at least D

Each student receives **5** "late days" for use on programming projects. A late day allows you to submit a program up to 24 hours late without penalty. For example, you could use 2 late days and submit a program due Tuesday 7pm on Thursday by 7pm with no penalty. Once a student has used up all the late days, each successive day that an assignment is late will result in a loss of 1 point on that assignment. Regardless of how many late days you have, you may not submit a program more than 3 days after it is due or after the last day of class. Students will not be given extensions unless they have extenuating circumstances as decided by the instructor. **Late days may not be used on the final project**.

Make-up exams will not be given except in case of a serious emergency. If you must miss an exam, even if you are sick or injured, you must contact Allison *before* the exam (or arrange for someone to do so). You must show evidence that you are physically unable to take the exam, such as a clear and specific doctor's note mentioning the date, exam, and reason. No make-ups will be granted for personal reasons such as travel, personal hardship, leisure, or to ease exam week schedules. **No student will be permitted to take an exam early for any reason.** 

**Requests for incomplete (I) or withdrawal (W)** must be made in accordance with University policies, which are available at <a href="http://catalog.arizona.edu/policy/grades-and-grading-system#incomplete">http://catalog.arizona.edu/policy/grades-and-grading-system#Withdrawal</a>, respectively.

**Dispute of Grade Policy:** All regrade requests for programming projects must be made within two weeks of when the grade is returned. All regrade requests for exams must be made within one week of when the exam is returned.

### **Scheduled Topics/Activities**

Week	Topics	
1	HTML and CSS	
2	HTML and CSS	project 1 due
3	HTML and CSS	project 2 due
4	JavaScript	project 3 due
5	JavaScript	project 4 due
6	JavaScript	project 5 due
7	fetch	project 6 due
8	review	midterm
9	JSON	
10	Server side programming	project 7 due
11	Cookies and sessions	project 8 due
12	Databases	project 9 due
13	Regular expressions	project 10 due
14	APIs	project 11 due
15	Canvas	
16	Wrap-up	final project due

### **Department of Computer Science Code of Conduct**

The Department of Computer Science is committed to providing and maintaining a supportive educational environment for all. We strive to be welcoming and inclusive, respect privacy and confidentiality, behave respectfully and courteously, and practice intellectual honesty. Disruptive behaviors (such as physical or emotional harassment, dismissive attitudes, and abuse of department resources) will not be tolerated. The complete Code of Conduct is available on our department web site. We expect that you will adhere to this code, as well as the UA Student Code of Conduct, while you are a member of this class.

### **Classroom Behavior Policy**

To foster a positive learning environment, students and instructors have a shared responsibility. We want a safe, welcoming, and inclusive environment where all of us feel comfortable with each other and where we can challenge ourselves to succeed. To that end, our focus is on the tasks at hand and not on extraneous activities (e.g., texting, chatting, reading a newspaper, making phone calls, web surfing, etc.).

Students are asked to refrain from disruptive conversations with people sitting around them during lecture. Students observed engaging in disruptive activity will be asked to cease this behavior. Those who continue to disrupt the class will be asked to leave lecture or discussion and may be reported to the Dean of Students.

# **Threatening Behavior Policy**

The UA Threatening Behavior by Students Policy prohibits threats of physical harm to any member of the University community, including to oneself. See <a href="http://policy.arizona.edu/education-and-student-affairs/threatening-behavior-students">http://policy.arizona.edu/education-and-student-affairs/threatening-behavior-students</a>.

# **Accessibility and Accommodations**

At the University of Arizona we strive to make learning experiences as accessible as possible. If you anticipate or experience physical or academic barriers based on disability or pregnancy, you are welcome to let me know so that we can discuss options. You are also encouraged to contact Disability Resources (520-621-3268) to explore reasonable accommodation.

If our class meets at a campus location: Please be aware that the accessible table and chairs in this room should remain available for students who find that standard classroom seating is not usable

### **Code of Academic Integrity**

Programming assignments must be completed individually; all code you submit must be your own work. You may discuss general ideas of how to approach an assignment, but never specific details about the code to write. Any help you receive from or provide to classmates should be limited and should never involve details of how to code a solution. You must abide by the following rules:

- You may not work as a partner with another student on an assignment.
- You may not show another student your solution to an assignment, nor look at his/her solution, for any reason.
- You may not have another person "walk you through" an assignment, describe in detail how to solve it, or sit with you as you write it. You also may not provide such help to another student. This includes current or former students, tutors, friends, SLs, paid consultants, people on the Internet, or anyone else.
- You may not post your homework solution code online to ask others for help. This includes public message boards, forums, file sharing sites and services, or any other online system.

Under our policy, a student who gives inappropriate help is equally guilty with one who receives it. Instead of providing such help to someone who does not understand an assignment, please point them to other class resources such as lecture examples, the reading, the IPL or a SL or instructor. You must not share your solution and ideas with others. You must also ensure that your work is not copied by others, such as making sure to log out of shared computers, not leaving printouts of your code in public places, and not emailing your code to other students or posting it on the web.

If you are retaking the course, you may resubmit a previous solution unless that program was involved in an academic misconduct case. If misconduct was found, you must write a new version of that program.

We enforce this policy vigorously by running similarity detection software a few times per semester over all submitted student programs, including programs from past semesters. Students who violate the policy will receive consequences which can include a failing course grade and will be reported to the Dean. This can lead to marks on permanent academic records. Please be careful, and contact the instructor if you are unsure whether a particular behavior falls within our policy.

Students are encouraged to share intellectual views and discuss freely the principles and applications of course materials. However, graded work/exercises must be the product of independent effort unless otherwise instructed. Students are expected to adhere to the UA Code of Academic Integrity as described in the UA General Catalog. See <a href="http://deanofstudents.arizona.edu/academic-integrity/students/academic-integrity">http://deanofstudents.arizona.edu/academic-integrity/students/academic-integrity</a>.

The University Libraries have some excellent tips for avoiding plagiarism, available at <a href="http://www.library.arizona.edu/help/tutorials/plagiarism/index.html">http://www.library.arizona.edu/help/tutorials/plagiarism/index.html</a>.

Selling class notes and/or other course materials to other students or to a third party for resale is not permitted

without the instructor's express written consent. Violations to this and other course rules are subject to the Code of Academic Integrity and may result in course sanctions. Additionally, students who use D2L or UA e-mail to sell or buy these copyrighted materials are subject to Code of Conduct Violations for misuse of student e-mail addresses. This conduct may also constitute copyright infringement.

### **UA Nondiscrimination and Anti-harassment Policy**

The University is committed to creating and maintaining an environment free of discrimination; see <a href="http://policy.arizona.edu/human-resources/nondiscrimination-and-anti-harassment-policy">http://policy.arizona.edu/human-resources/nondiscrimination-and-anti-harassment-policy</a>

Our classroom is a place where everyone is encouraged to express well-formed opinions and their reasons for those opinions. We also want to create a tolerant and open environment where such opinions can be expressed without resorting to bullying or discrimination of others.

# **Subject to Change Statement**

Information contained in the course syllabus, other than the grade and absence policy, may be subject to change with advance notice, as deemed appropriate by the instructor.