

University of Arizona

Computer Science 337: Web Programming

Abridged Course Syllabus, Spring 2019

Instructor

name: Allison Obourn
email: aeobourn@cs.arizona.edu
office: GS 858
office hours: See staff page of course web site
or by appointment

Advising

advising@cs.arizona.edu
GS 901

The advisors handle all registration issues and switching sections.

Course Overview

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.

Lecture Time and Place

TTh 9:30 AM - 10:45 PM, **Chavez** 110

In Class Activities

You will be expected to complete in class activities during lecture.

Course Web Site

- <http://www.allisonobourn.com/337/>

All resources from class will be posted here. Check the web site daily for important announcements.

Textbook

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.

Computer Access and Software

The recommended software for the course is the Chrome web browser or Firefox web browser (with Firebug add-on) and the Atom or Sublime text editor. The course web site has links to download this software.

Exams

You may not use any books, notes or electronic devices, **including calculators**, during the exams.

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.**

Programming Projects

Programming projects are weekly programming assignments done individually and submitted electronically from the course web site. Programs will be graded on "external correctness" (behavior) and "internal correctness" (style and design). Disputes about programming project grading must be made within 2 weeks of receiving the grade. Your lowest project grade will be dropped.

Programming Project Lateness

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.

Final Project

At the end of the semester all students will be required to complete a creative project of their own design. Students may work in pairs or alone. **Late days may not be used on the final project.**

Academic Integrity and Collaboration

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 tutoring center, 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.

Grading

50%	weekly programming projects
10%	final project
18%	midterm Thursday, February 28th in lecture
22%	final exam Tuesday, May 7th, 8:00 – 10:00 am

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
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