University of La Verne

COMPUTER SCIENCE & COMPUTER ENGINEERING PROGRAM

Central Campus, Fall 2019

CMPS 218 PUBLISHING ON THE WEB I (CRN1617)

COURSE INFORMATION

Units: 4.0 Credit Hours
Pre-Req.: None
Schedule Types: Lecture/Seminar
Requirements: Core Requirements for **E-Commerce, Information Technology majors** and **Internet Programming** or an elective course in another concentration
Class Location: Founders Hall 207
Course Time: Lecture/Seminar: TR: **12:05 – 1:40 p.m**.

INSTRUCTOR INFORMATION

Instructor: Prof. Eng**.** Jozef Goetz Ph.D.
Office: Founders Hall 108 B
E-mail: JGoetz@laverne.edu
Phone: (909) 448-4663
Office Hours: M: 2:00 – 4:00 p.m. or by appointment.

REQUIRED TEXT (Bookstore Online)

[1] Terry Felke-Morris, *Web Development & Design Foundations with HTML* 5 **9/E**, Addison Wesley Higher Education - Pearson, **2019**, Print ISBN-10: 0134801148, Print ISBN-13: 978-0134801148.

RECOMMENDED

[2] Harvey & Paul Deitel & Associates, Internet & World Wide Web: How to Program, 5/E, Prentice Hall, 2012, ISBN: 0-13-215100-6, ISBN-13: 978-0-13-215100-9.

COURSE CATALOG DESCRIPTION

Demonstrates the ability to code static websites in HTML and CSS by hand with practical interactive lab exercises and projects. Covers hard skills such as building static websites in HTML5 and CSS3, links, tables, color and graphics, frames, forms, web multimedia, soft skills such as development life cycle, the modern design principles, Web design best practices, development and testing of web pages. Introduces Web Development Tools such as Adobe Dreamweaver, Web Developer Add-Ons, Notepad++, tools to upload websites, HTML and CSS Validators, and modern browsers. The final part of the course consists of a presentation, a written final report and a demo of the final website published on a web server.

SPECIFIC GOALS FOR THE COURSE

a. Specific outcomes of instruction:

1. Gain historical perspectives of the Internet and World Wide Web.
2. Learn and understand the **concepts** and **building blocks** of Web pages with HTML 5 and CSS 3.
3. Learn new HTML 5 elements with an emphasis on coding Web pages that work in browsers.
4. Acquire the **knowledge** and **skills** of how to design, write and test **static** websites including mobile websites.
5. **Gain hands-on experience** by hand coding text configuration, color configuration, links, graphics, multimedia components, tables, forms, frames, and page layout, with an enhanced focus on the topic on design, accessibility, and Web standards.
6. Use tools such as Adobe Dreamweaver CS, Web Developer Toolbar for Mozilla Firefox/Chrome, Notepad++, WinSCP, HTML and CSS Validators, and modern browsers.
7. Learn and build a complete static website using **development life cycle**, the **modern design principles**, and **web design best practices**.
8. Able to create and publish websites.
9. Gain hands-on learning HTML and CSS via practical lab *exercises, and projects and exams*.

b. Student learning outcomes:

Course Contributions		Student Learning Outcomes for Internet Programming, Information Science, and Software concentrations (SLOCS)
	a	Ability to apply knowledge of computing and mathematics appropriate to the program's student outcomes and to the discipline
*	b	Ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
*	c	Ability to design, implement, and evaluate a computer-based system, processes, component, or program to meet desired need
	d	Ability to function efficiently on teams to accomplish a common goal
	e	Understanding of professional, ethical, legal, security and social issues and responsibilities
*	f	Ability to communicate effectively with a range of audiences
	g	Ability to analyze the local and global impact of computing on individuals, organizations, and society
	h	Recognition of the need for and an ability to engage in continuing professional development
	i	Ability to use current techniques, skills, and tools necessary for computing practice
	j	Ability to apply mathematical foundations, algorithmic principles, and computer science theory in modeling and design of computer-based systems in a way that demonstrate comprehension of the tradeoffs involved in design choices
*	k	Ability to apply design and development principles in the construction of software systems of varying complexity.

COURSE OUTLINE

- Intro to the Internet & WWW
- HTML Basics
- Configuring Color and Text with CSS
- Visual Elements & Graphics
- Web Design
- Page Layout
- More on Links, Layout, and Mobile
- Dreamweaver. Publishing on the WEB using browsers and WinSCP
- Tables, Forms
- Web Media & Interactivity, Web Development
- Web Promotion, E-Commerce Overview
- Publishing on the WEB.

EVALUATION AND GRADING

There will be lab assignments, projects, quizzes, midterm and a final. The course grade will be calculated as follows:

Lab and home assignments	25%
Final project	15%
Presentation	05%
Quizzes	15%
Midterm	20%
Final Exam	20%
TOTAL	100%

Final course grades will be assigned as follows:

94 – 100 = **A**	90 – 93 = **A-**	87 – 89 = **B+**
84 – 86 = **B**	80 – 83 = **B-**	77 – 79 = **C+**
74 – 76 = **C**	70 – 73 = **C-**	67 – 69 = **D+**
64 – 66 = **D**	0 – 63 = **F**	

NATURE OF ACTIVITES IN THE CLASS

1. **Time Spend Outside of Class:**

   For every **one credit hour** in which you enroll, you need to spend approximately **two to three hours** outside of class **studying** and **working** on **assignments** for the course. Students should plan to work **at least 8 - 12 hours** per week outside of class. The class requires textbook study, lecture notes study, hands-on practice, weekly projects, quizzes, midterm exam, final exam, final project presentation and final project report. Each component is essential for the learning process. You need to be aware that approximately **33.4%** of your learning will take place in class with the remaining **66.6%** at home.

2. **Collaboration:**

   One of the goals **of studying at the university is to learn how to learn. Learning is a long life process. One of the** computer-science educational methods is an **Extreme Learning** method.
   Extreme Learning integrates **problem-based learning, pairing learning, collaborative learning** practices to help students gain more hands-on experience and in-depth knowledge on specific topics. **Collaborative** learning in pairs allows **open interaction, educating each other** and **sharing of ideas, knowledge and experience.**

   Guidelines:

   a. You should use the **Extreme Learning** method by giving each other technical support, help on the debugging process, understanding the assignment and brainstorm general solution but each student must submit **your own detailed project solution.**
   b. Each member of the group project should be able to explain any part of the submission, and **not just be able to explain "his or her" part.**

3. **Attendance and Preparation:**

   Required and verified. Attendance and class participation are **extremely** important in this course. You may be administratively dropped if you don't attend the first week of the semester for a course. You should **notify the instructor in advance of your absence** from the scheduled course meeting. If you miss **two consecutive weeks of class** you will receive a **grade of F**. Regardless of excuse, absences in excess of **three week classes** will result in the automatic exclusion of the student from that class and you will receive a **grade of F.** If you are **absent** from class, it is **your responsibility** *to make-up* any missed classes and check on announcements made while you were absent. **It is essential that you attend all lectures and labs to succeed in the course.**

   You are expected to come to class **prepared**. You need to do the Hands-On Practice (**HOP**) exercises listed by **your instructor** at home. Your work must be **saved on your USB drive** and you should be **ready to show** exercises to your **professor** at the very **beginning** of class**.** Please check the **assignment.doc** every time. You have to **read** sections in the **textbook**, which will be covered at the **next** class meeting (flipped learning). In addition to that, **after each lecture/lab session** you should study the **Lecture Notes** and the corresponding sections in the **textbook one more time**.

4. **Timeliness:**

   You are expected to be in your seats and ready to begin class promptly at the start of each class. **Tardiness** will not be tolerated. **Don't leave the class before class ends.** When students do that, it **negatively affects** the **whole class.** It is **distracting** and **rude, and sends** a **message** that the **material is easy, which is not true.** Schedule your day such that you may manage contingencies (such traffic, doctor appointments, etc.) when they occur. The instructor maintains the discretion to mark you absent for all or part of the class in the event you fail to be timely and prompt.

5. ☺ **Class Contribution:**

Class Contribution (**engagement**) in the form of **comments** that relate to material in the text and **answering a question** asked by the professor or another student counts for **extra points** of your grade in this course. These are the behaviors to avoid:

- not listening
- pretending to be listening while texting or cruising online
- speaking without being recognized
- making fun or otherwise berating something said by another person.

6. ◘ **Quizzes:**

Expect brief quizzes for each chapter, usually on Tuesdays. The quiz will be on the material covered in the lectures and assigned readings and assignments.

Recommended **study sequence for a quiz**: (1) read a chapter => (2) study the Lecture Notes till to the next HOP => (3) repeat 1 - 2 above for each HOP => (4) submit your HOPs for this chapter => (5) complete the Chapter Checkpoint questions, review the Chapter Summary and complete the Review Questions => (6) complete the Chapter Quiz. Please **attend class regularly and keep up** with the course material. **Makeup quizzes** are not allowed. However, your lowest quiz score will be dropped in determining your grade score.

7. ✍**Lab, Home and Project Assignments**:

The class will be presented as a combination of *lectures and hands-on activities*. Several labs and approximately **eight** project assignments (website case studies) will be given over the course of the semester. Each project is **developed incrementally** (adding new or better) functionality to a website. An electronic version of project assignments can be downloaded from the course's website. All assignments will be graded on a scale from 0 to 2 or 20 after presenting the assignments to the instructor. Expect one to two quick questions to show your understanding.

You will receive a **score of zero** if **falsified input/output** that doesn't much the source code or submissions that are plagiarized or that violate the collaboration guidelines.

Class and **home assignments** are the **key** to your **success**. Don't expect to learn or have a good grade if you miss classes and/or home assignments. You will **build** your knowledge and skills **based** on the **previous classes** and **home assignments**. Each week **keep track** of the list of the skills and programming constructs you have **learned** during the course. Later on you may be asked to turn in the detailed list of them for a grade. Please do not attempt to **turn in any lab assignment by email.**

You will need to **create** and submit the **final** project proposal of your **own website** (your final project), see the schedule. At the end of the semester you will **present** your website to the class, discussing all elements of phase from 1 to 5 included in the **Project Submittal** handout (1_Project Submittals.doc). The **goal of** the **final project** is to apply standard-driven knowledge and skills learned in this course to your own website published on the webserver.

At the end of the semester your team will **present** your final project to the class, discussing all elements of phase from 1 to 5 included in the **Project Submittal** handout (1_Project Submittals.doc). You need to turn in your projects according to the description found in **1_Project Submittals_Final-Proj**.doc at **http://classes.jgspectrum.com/** (click a link labeled **CMPS 218: Publishing on the Web I).**

Each assignment will be submitted in a **clear plastic binder** with a firm **attached** USB flash drive to the binder. This USB drive should contain **only** all documents and executable file for the current assignment.

8. ☻ **Make-up and Late Assignments**:

No credit will be given for assignments turned in after the due day specified in **Assignment.doc.** Assignments MUST be submitted **before class begins** on the due date**. No-makeup assignments** and **email submissions are allowed. Do not get left behind**. Unless extraordinary circumstances can be documented, **no assignments** will be **accepted** after the beginning of class on the day the assignment is due. **No assignments will be accepted after** they have been **handed back or reviewed in class.**

9. ✍**Midterm and Final Exams:**

There will be two exams to complete the course work and obtain a grade for the course. **There will be no make-ups for the midterm** and **final examinations**.

If you are absent from a **midterm** and have a **valid excuse**—an illness, a death in your family, injury or another equally compelling reason—the weight of your final will be increased by the weight of the midterm. You must provide **adequate** and **verifiable** documentation. Without a valid excuse, you will receive a **zero score for** the

midterm and the final's weight will remain unchanged.

A missed **final** will be dealt with according to University regulations on incompletes and withdrawals. Midterm and final **exams** will cover specified chapters (see schedule for dates and coverage). The final will be comprehensive. These exams are a combination of multiple choices questions, true/false questions, and writing programs/developing a website.

10. 🗁Course Material:

All handouts, my syllabus, guidelines, lecture notes, links and assignments will be posted at **http://classes.jgspectrum.com/.** Click a link labeled **CMPS 218: Publishing on the Web I**, and you will find all **CMPS 218** documents there. You may copy them to your computer.

11. ♫Email Policy:

I usually reply to emails that require a fast answer within 24 hours on weekdays. I will not reply to email messages that are unclear or disrespectful. Please include your class name and section in the **subject** field and a **salutation** (e.g. Dear Professor Goetz), so that it is clear that the message is not junk mail. **Students must check their e-mail messages on a daily basis. I will only use your Laverne e-mail address.**

12. ♫Others:

Electronic Devices:

Before class begins**, turn off cell phones**. The **cell phone vibrating** or a **student texting** can be **very distracting to those around the student,** including **the faculty.** Please don't use **cell phones, e-mails, keyboards, browsers** etc. **during lectures** unless the instructor asks you. **Desktops** are to be **used only** for the purpose of lab exercises, taking notes and **tablets** for reading the textbook. **No recording devices** are allowed.

Note: Students **who use their mobile phones** during class lectures tend to write down less information, **recall less information**, and **perform worse** on a multiple-choice test than those students who abstain from using their mobile phones during class (p.251). Reference: Kuznekoff. J. H. and Titsworth, S. (2013). The impact of mobile phone usage on student learning. *Communication Education*, *62*(3), 233-252.

Classroom Behavior:

Everyone is expected to maintain a **courteous** and **respectful manner during lecture** or **student activities. Do not sleep, text, chat with your neighbors**, or work on assignments for other classes.

No clicking keyboard while lecturing. **Please don't leave the class meeting during lectures.** All the above activities are **very disruptive** to others in class. Students who do not demonstrate appropriate classroom behavior will be asked to leave and receive an absence.

Patience and **attention** to detail are important to succeed in programming in HTML and CSS.

Requirements:

Every time students should **bring a USB flash drive** to class. Please note that absolutely **all of your work must be saved on your USB drive after each class.**

Good luck in your course!

13. 🕑**Tentative schedule (subject to change):**

Date	Week No.	Topic	Reading Chapter	Chapter Quiz, Final Project Phases
Aug 27, Aug 29	**1**	Syllabus. Intro to Course. Intro to the Internet & WWW	[1]ch1	
Sept 3, 5	**2**	HTML Basics Lab Exercises	[1]ch2	[1]ch1
Sept 10, 12	**3**	Configuring Color and Text with CSS Lab Exercises	[1]ch3	[1]ch2
Sept 17, 19	**4**	Visual Elements & Graphics Lab Exercises	[1]ch4	[1]ch3
Sept 24, Sept 26	**5**	Web Design Adobe Dreamweaver	[1]ch5	[1]ch4
Oct 1, 3	**6**	Page Layout Lab Exercises	[1]ch6	[1]ch5

Oct 8, 10	**7**	More on Links, Layout, and Mobile Lab Exercises	[1]ch7	[1]ch6
Oct 15, 17	**8**	**Midterm: Oct 17** Dreamweaver. Publishing on the WEB using browsers and WinSCP	above chapters	above chapters
Oct 22, 24	**9**	Tables Lab Exercises	[1]ch8	**Project proposal** submission – phase 1
Oct 29, Oct 31	**10**	Forms Lab Exercises	[1]ch9	Project phase 2, 3 – **Analysis/Design**
Nov 5, 7	**11**	Web Media & Interactivity Web Development Lab Exercises	[1]ch11 [1]ch10	[1]ch8, 9
Nov 12, 14	**12**	Web Promotion E-Commerce Overview Lab Exercises	[1]ch13 [1]ch12	Project phase 4 - **Production**
Nov 19	**13**	Publishing on the WEB using browsers and WinSCP - a review Frames – a short overview Lab Exercises	Bonus Chapter	Project phase 5 - **Testing**
Nov 21 Nov 26	**14**	Project presentation. A day after each presentation selected **reviewers** will e-mail a list of items which should be corrected.		Phase 6 – Publishing **Project presentation**
Dec 3, 5	**15**	**Revised** project presentation		**Project submission.**
Dec 12	**16**	**Final: Thursday** 9:50-12:35 PM	above chapters	

14. ☝PLAGIARISM POLICY:

Students are encouraged to collaborate, discuss and debate course concepts. It is all right to ask someone else about how to solve a problem, but **it is not all right to copy somebody's code or give a code**. Any cases of someone **turning in work that is not originally theirs** will be dealt with by **assigning zeros to both parties involved.** Each student is responsible for performing academic tasks in such a way that honesty is not in question**.**
There is a "zero tolerance" approach to academic dishonesty. Appropriate disciplinary action may include, but is not limited to **giving student an F** on the assignment/project/quiz/exam and/or in the course and/or recommending expulsion. The dean may place on probation, suspend, or expel any student who violates the academic honesty policy. (See ULV catalog for details).

15. ☝SOCIAL JUSTICE AT LA VERNE:

The Social Justice Incident Report Form is available to any University of La Verne community member wishing to report an incident of social injustice or discrimination (these may be acts that promote hate, fear, intimidation, unfair treatment, or oppression against an individual or a group). **Please note that reports can be submitted anonymously. Prior to submitting a social justice form, consider if the reason is academic (classroom related) or something beyond that as all classroom related issues should be taken up with the Chair of the Department.** The social justice incident/issue may be a non-emergency or emergency incident and can be reported to an agency (e.g. 911, La Verne Police Department, or University of La Verne Campus Safety Office). More information and the online reporting forms can be found on the web page of the Office of Diversity and Inclusivity or using the link below: https://cm.maxient.com/reportingform.php?UnivofLaVerne&layout_id=25.

Registration in this course **and acceptance** of this **syllabus** constitutes acknowledgement by **holder that s/he has read** and **agrees** to the p**rovisions** of the **foregoing** agreement between student and professor.