CMPS 319 PUBLISHING ON THE WEB II – CRN 1219

✆ **COURSE INFORMATION:**

☞**Units:**	4.0 Credit Hours
☝**Pre-Req.:**	CMPS 218
✎ **Schedule Types:**	Lecture/Seminar
☝**Requirements:**	Computer Science and E-commerce B.S. Elective
	Core Requirements for the Internet Programming concentration.
☝ **Attributes:**	UVLL Lifelong Learning.
✆**Class Location:**	Founders Hall 207
☽**Course Time:**	Lecture/Seminar: TR: 12:05 - 1:40 p.m.

🙊 **INSTRUCTOR INFORMATION:**

☺**Instructor:**	Dr. Jozef Goetz, Professor
☞**Office:**	Founders Hall 108 B
✇**E-mail:**	JGoetz@laverne.edu
☎Phone:	(909) 448-4663
⧗**Office Hours:**	F: 2:15 – 4:15 p.m. or by appointment

✍**COURSE DESCRIPTION:**

Demonstrates the ability to code **dynamic** and i**nteractive websites** in HTML, CSS, and JavaScript by hand. JavaScript has become the **World's Most Popular Programming Language**. JavaScript is used as client-side programming language by **95.0%** of all the websites compared to 5% for Flash. You can write **mobile** and **desktop apps** across all browsers quickly and efficiently using your skills with HTML, CSS, and JavaScript. The course covers design, development, debugging, testing dynamic and interactive websites, HTML, and Cascading Style Sheets review, introduction to scripting, JavaScript control statements, functions, arrays, objects, JavaScript event handling, XML, Document Object Models (DOM), and building Ajax-enabled internet applications. Develops an understanding of the programming process and programming logic using flowcharts. Introduces Web Development Tool, and current debugging online tools. 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.

Topics include: HTML 5, Cascading Style Sheets CSS3, Introduction to Scripting, JavaScript – Control Statements, Functions, Arrays, Objects, JavaScript Event Handling, XML, Building Ajax-Enabled Internet Applications. **Tools**: Adobe Dreamweaver, Web Developer Toolbar for Mozilla Firefox and Chrome, Notepad ++, WinSCP, debugging tools, Mozilla Firefox, Chrome, Opera, and Microsoft Edge. **This course introduces HTML/CSS/JavaScript hand-coding with practical interactive exercises and projects.**

✍**COURSE OBJECTIVES:**

a. Specific outcomes of instruction:

1. Gain perspectives of the Computers, Software Technologies, Internet and Web 2.0.
2. Learn and understand the concepts and building blocks of Web pages with HTML, CSS and JavaScript.
3. Gain understanding **six programming phases**: (1) understand the problem, (2) plan the logic (algorithm, flowchart, pseudo code), (3) write the code (code the program), (4) translate the code - use software to translate the program to machine language, (5) test the program, (6) deploy the program into production, (7) maintain the program.
4. Gain understanding of the **concepts of programming** in JavaScript, XML, and AJAX i.e.
    (a) basic problem-solving techniques,
    (b) object-based programming concept,

    (c) event models and scripting to create dynamic Web pages,

    (d) basic principles of AJAX.

5. Gain **hands-on experience** by coding in HTML/CSS/JavaScript and employ many important features of DOM (Document Object Models), JavaScript and CSS.
6. Acquire the **knowledge** and **skills** of how to create Internet applications in JavaScript.
7. Demonstrate the ability to **apply** HTML/CSS/JavaScript/Ajax constructs to **designing**, **writing** and **testing interactive** Web pages through successful completion of **laboratory** and home **exercises**, **projects**, and **exams**.

b. Student learning outcomes:

Course Contributions		Student Learning Outcomes for Internet Programming, Information Science, and Software Concentrations (SLOCS)
*	1	Ability to analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
*	2	Ability to design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
*	3	Ability to communicate effectively in a variety of professional context.
	4	Ability to recognize professional responsibilities and make informed judgment in computing practice based on legal and ethical principles.
	5	Ability to function effectively as a member or leader of a team engaged in activities appropriate to program's discipline.
*	6	Ability to apply computer science theory and software development fundamentals to produce computing-based solutions.

📖 **REQUIRED TEXT:**

[1] *Internet & World Wide Web: How to Program*, 5/E by Harvey & Paul Deitel & Associates, Prentice Hall, 2012, ISBN-10: 0132151006 • ISBN-13: 9780132151009.

RECOMMENDED:

[1] Terry Felke-Morris, *Web Development & Design Foundations with HTML* 5 **8/E**, Addison Wesley Higher Education - Pearson, 2017, Print ISBN-10: 0-13-432275-4, Print ISBN-13: 978-0-13-432275-9.

✎ **EVALUATION AND GRADING:**

There will be lab assignments, projects, presentation, 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:**

In order to gain genuine knowledge and skills you should know that 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 6 - 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 students to **open interaction, educate** each other and **share ideas, knowledge** and **experience.**

Guidelines:
   a. You should use the **Extreme Learning** method by **giving each other technical support**, help understand 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 Participation:**

Required and verified. Attendance and class participation are **extremely** important in this 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 have to **read** sections in the **textbook/ Lecture Notes**, 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** and **run all corresponding programs.**

4. 🔔 **Timeliness:**

You are expected to be in your seat 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 in the form of presentation your final project, **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:**

    Several brief quizzes will be given during the semester. The content will relate to the material covered in the lectures and assigned readings. Please **attend class regularly and keep up** with course material. **No-makeup quizzes** are allowed.

7. ✍**Lab, home and project assignments**:

    The class will be presented as a combination of *lectures and hands-on activities*. Several lab and project assignments will be given over the course of the semester. An electronic version of the project assignments can be downloaded from the course's website. All assignments will be graded on a scale from 0 to 2 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.

    You need to turn in your projects according to the description found in 1_Project Submittals.doc at http://classes.jgspectrum.com/classes/319_S20/Guidelines/. Please do not attempt to **turn in any lab assignment by email. No credit will be given for such work.** Each project 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.

    You will need to **create** and submit the **final** project proposal of your website, 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.

    Class and **project 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 **project 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.

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 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 choice questions, true/false, short answer questions, and writing programs/apps.

10. 🗀 **Course material:**
All handouts, my syllabus, guidelines, lecture notes, links and assignments will be posted at **http://classes.jgspectrum.com/**. You will see a folder labeled 319, and you will find all **CMPS 319** documents there. You may copy them to your computer.

11. ♫**Email Policy:**
I usually reply to emails that require a fast answer within 24-36 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 and deleted. **Students must check their e-mail messages on a daily basis. I will only use your Laverne e-mail.**

12. **Others:**
Electronic Devices:
You need to get into mood of thinking and studying, not into a mood of texting or checking your email. So, b*efore 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	Final Project due
Feb 4, Feb 6	**1**	**Syllabus. Introduction to Computers and the Internet;**	[1]ch1	
Feb 11, 13	**2**	**Introduction to HTML 5 part I and II** Lab Exercises	[1]ch2, 3	
Feb 18, 20	**3**	**Cascading Style Sheets™ (CSS) part I** Lab Exercises	[1]ch4	
Feb 25, Feb 27	**4**	**Cascading Style Sheets™ (CSS) part II** Lab Exercises	[1]ch5	
March 3, March 5	**5**	**JavaScript: Introduction to Scripting, Control Statements ch.7.4 – 7.6**	[1]ch6 [1]ch7	

		Lab Exercises		
March 10, 12	**6**	**JavaScript: Control Statements I** Lab Exercises	[1]ch7	
03/16 - 03/22		**Spring Break**		
March 24, 26	**7**	**JavaScript: Control Statements II** Lab Exercises	[1]ch8	
March 31, April 2	**8**	**JavaScript: Functions** **Midterm**: April 2	above chapters [1]ch9	
April 7, 9	**9**	**JavaScript: Functions** Lab Exercises	[1]ch9	Project proposal submission
April 14, 16	**10**	**JavaScript: Arrays** Lab Exercises	[1]ch10	
April 21, 23	**11**	**JavaScript: Objects** Lab Exercises	[1]ch11	Project updates - phase 2
April 28, 30	**12**	**Document Object Model (DOM): Objects and Collections;** Lab Exercises	[1]ch12	Project updates - phase 3
May 5, 7	**13**	**JavaScript Event Handling** Lab Exercises	[1]ch13	Project updates - phase 4
May 12, 14	**14**	**Ajax-Enabled Rich Internet Applications** Lab Exercises	[1]ch16	Project phase 5, 6 – Testing and Publishing
May 19, 21	**15**	**Project presentation**		Project submission and presentation
May 26	**16**	**Final**: Tuesday 9:50 am FH 206	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**r**ovisions of the **foregoing** agreement between student and professor.