IST263: Web Programming
Course Syllabus – Fall 2014, TR 8:00 AM – 9:15 AM, Corbly Hall 332

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Office Hours	: MWF: 8:30a – 10:30a Other times by appointment ONLY If you need to find me, search for me along with the hash tag #IST263 on Twitter as I will update my whereabouts and what we cover this semester: http://www.twitter.com/brianmmorgan/
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University Policies	: By enrolling in this course, you agree to the University Policies listed below. Please read the full text of each policy be going to http://www.marshall.edu/academic-affairs and clicking on "Marshall University Policies." Or, you can access the policies directly by going to http://www.marshall.edu/wpmu/academic-affairs/?page_id=802 Academic Dishonesty / Excused Absence Policy for Undergraduates / Computing Services Acceptable Use / Inclement Weather / Dead Week / Students with Disabilities / Academic Forgiveness / Academic Probation and Suspension / Academic Rights and Responsibilities of Students / Affirmative Action / Sexual Harassment

Textbook:
The following textbook is required for the course:

Web Programming Step by Step, 2nd edition by Stepp, Miller & Kirst; LuLu; ISBN: 978-1-105-57878-6.

Web Sites
There are many online resources on how to build a Web site. Unfortunately, there is as much bad information out there as there is good. The following sites are a few that are recommended as starting sources of sound information:

- www.w3schools.com
- www.sitepoint.com (including their forums)
- www.alistapart.com
- www.php.net
- www.jquery.com
- www.html5rocks.com
- www.lynda.com

Computer Requirements:
Supplemental materials can be found contained within the Blackboard Learn environment (http://www.marshall.edu/muonline/). I will be sending class announcements, updates, etc. using your Blackboard account (will discuss during the first lecture). Access to a WWW browser is required, as is Adobe Acrobat Reader (http://get.adobe.com/reader/), and a web editor of your choice (NON WYSIWYG).

Course Description:
Concepts of Web programming such as client and server side development, dynamic Web pages, design of static and dynamic Web pages and JavaScript scripts are emphasized.

Credit:
The course is three (3) credit hours. It includes classroom lectures, exams, homework assignments, and a semester project. Students will participate in various aspects of projects that illustrate the implementation of concepts in general applications.

Pre/co-requisites:
N/A

Desired Objectives/Outcomes:
By the end of this course, you should be able to:

Course Student Learning Outcomes	How Practiced in this Course	How Assessed in this Course
Students will create static Web pages using pure HTML (HTML5)	In-class examples, discussions, Chapters 2, 4, 6, and 7 reference reviews	Projects 2 through 5, Semester Project
Students will use CSS to change the view of a static HTML page	In-class examples, discussions, Chapters 3 and 4 reference reviews	Projects 3 through 5, Semester Project
Students will design dynamic pages using JavaScript and jQuery programming skills	In-class examples, discussions, Chapters 8, 9, 10, 11, and 12reference reviews	Project 5, Semester Project
Students will design dynamic pages and access online databases by using scripting skills with PHP	In-class examples, discussions, Chapters 5 and 6 reference reviews	Projects 4 and 5, Semester Project
Students will assess and determine what technologies should be used to develop a Web site given a set of requirements.	In-class examples, discussions, Chapters 2, 5, 7, 8, 12 reference reviews	Semester Project

Instruction method:
There will be 3 contact hours of classroom lecture per week. Projects covering major topics are part of the course. Students may work on their assignments/projects in University computing facilities or from their place of residence with an Internet connection.

Evaluation method:

Evaluation of student's performance will be based on the quality and thoroughness of your performance on course projects.

Grading Policy:

Projects (P1-5%, P2-13%, P3-17%, P4-20%, P5-20%)	75%
Semester Project	25%
Attendance	0%

Assessment of Projects:

The grading of all course projects will take into account:

1. Although the most important attribute of an assignment is correctness, grading will take into consideration efficiency, **documentation**, etc.

2. Although interactions with other students are encouraged, you must compose your own answers, unless otherwise noted.

Individuals who utilize other people's thoughts or ideas must provide appropriate references to said resources, including any and all web resources consulted. Failure to provide such documentation will result in a failing grade for the assignment, and may result in a failing grade for the course.

Final letter grades are determined based on the following grading scale:

90-100%	A
80-89%	B
70-79%	C
60-69%	D
Below 60	F

The instructor reserves the right to change these values depending on the overall class performance and/or extenuating circumstances.

Additional Policy Statements:
My Academic Dishonesty Policy

Academic Dishonesty is defined as any act of a dishonorable nature which gives the student engaged in it an unfair advantage over others engaged in the same or similar course of study and which, if known to the classroom instructor in such course of study, would be prohibited. Academic Dishonesty will not be tolerated as these actions are fundamentally opposed to "assuring the integrity of the curriculum through the maintenance of rigorous standards and high expectations for student learning and performance" as described in Marshall University's Statement of Philosophy.

If you are found cheating on projects or plagiarizing answers from the Internet or other sources (among other things), there will be no second chance. Your penalty is that you will receive a failing grade for the course. In those cases in

which the offense is particularly flagrant or where there are other aggravating circumstances, additional, non-academic, sanctions may be pursued through the Office of Judicial Affairs. Notice of an act of academic dishonesty will be reported to the Department Chair, Dean of the College of Science, and to the Office of Academic Affairs. Please refer to the Marshall University Undergraduate Catalog for a full definition of academic dishonesty.

Assignments/Projects*:* The course includes a number of projects. All assignments are due **BY THE BEGINNING OF CLASS** on their due date and must be submitted through the Blackboard Assignment Tool, as well as, uploaded to your course web site (if it is an HTML, JavaScript, or PHP assignment). **NO LATE ASSIGNMENTS WILL BE ACCEPTED**. Please do not procrastinate in working on your assignments or trying to submit through Blackboard as many others have done in the past. If you wait until the last night to start on the project or the last minute to submit, chances are, you will fail.

Exams*:* There are no exams for this class this semester.

Make-up Exams and Late Penalty*:* N/A.

Attendance Statement:
As with previous semesters, I am NOT making class attendance mandatory. However, I will keep a record of who is attending and who is not. **If you miss class**, it is your responsibility to catch up on material missed, and it will **not** be my responsibility to catch you up on material missed during office hours, or re-lecture to you.

Withdrawal Policy:
The University withdrawal policy is followed in this course. The last day to drop an individual course for the Fall Semester is October 31, 2014.

University Holidays:
The class is officially dismissed on the following dates:
         Fall Break/Thanksgiving   November 25, 2014
                                        November 27, 2014

Topics and Methodology:
The following outline delineates the tentative class schedule with topics to be addressed during the course. Please note this is a tentative schedule and it may change upon class progress:

August 26	Overview of Course and Syllabus, Semester Project Introduction, introduction to Blackboard (if needed)
August 28	Chapter 1, Chapter 2
September 2	Chapter 2
September 4	Chapter 2
September 9	Chapter 3
September 11	Chapter 3 Project 1 Due
September 16	Chapter 3
September 18	Chapter 4
September 23	Chapter 4

September 25	Chapter 4
	Project 2 Due
September 30	Chapter 5
October 2	Chapter 5
October 7	Chapter 5
October 9	Chapter 6
October 14	Chapter 6
October 16	Chapter 7
	Project 3 Due
October 21	Chapter 8
October 23	Chapter 8
October 28	Chapter 8
October 30	Chapter 8
November 4	Chapter 9
	Project 4 Due
November 6	Chapter 9
November 11	Chapter 10
November 13	Chapter 10
November 18	Chapter 10
November 20	Chapter 12
December 2	Chapter 12
	Project 5 Due
December 4	Chapter 14
	Semester Project Due (DO NOT PROCRASTINATE)

For each topic discussed in the textbook, specific experience of other students and the instructor will be discussed to enhance the characteristics involved. Hands-on projects for the course will be based on creating web sites and web applications for either real-world or fictitious needs. Additional material may also be covered in the class.

Every student is responsible for all materials presented in class, including lectures, notes, and handouts. In case you are not present for a class, you should contact me to receive information about the material presented in that class. Class attendance is very important.

Effort Required:
As a 200-level course, a considerable amount of work and research effort is required of the student. For every one hour in class, the student is expected to put in an effort of at least 2-3 hours outside the class for studying and completing assignments and projects. Upon background and preparedness, some students may have to put in additional effort. **PLEASE DO NOT PROCRASTINATE.** Procrastination and the placing of blame on other factors than yourself have become

very large problems in my classes. Prioritize, schedule, and take responsibility for your actions and you should do very well in this class.

Communication:
The Discussion Tool within Blackboard and E-mail to your MU e-mail address will be used to make any general announcements, last minute changes, etc. It is **mandatory** that you monitor your messages at least once a day.

Note about cell phones in class:
In compliance with Marshall University's cell phone policy, please set your cell phone ringer to "Vibrate Only" mode (or turn it off) before you enter the classroom. If I hear it ring in class or vibrate while laying on top of your desk, I get to answer it -> no exceptions.