CSE 154: Web Programming

Course Syllabus, Fall 2017

Information At-A-Glance

Instructor:	**Kyle Thayer**
E-mail:	kthayer@cs.uw.edu
Office:	CSE 216
Office Hours:	Tuesday: 1:30 – 2:30 PM
	Friday: 10:00 – 11:00 AM

Lecture:	ARC 147 on MWF
	2:30 - 3:20 PM
Website:	http://cs.uw.edu/154
Textbook:	Web Programming Step by Step
	2nd Edition
	Stepp/Kirst/Miller

Course Content and Learning Objectives

This course is an introduction to programming for the World Wide Web. We will cover all the major pieces of how websites work. This will include the relationship between clients and servers, how web pages are constructed, and how the internet works. We'll examine several technologies in depth:

- HyperText Markup Language (HTML) for authoring web pages
- Cascading Style Sheets (CSS) for styling web pages
- JavaScript for creating interactive web pages
- Asynchronous JavaScript and XML (Ajax) for enhanced web interaction and applications
- JSON for transferring data
- PHP for generating dynamic pages on a web server
- Structure Query Language (SQL) for interacting with databases

Discussion Sections

On Tuesdays, you will participate in a weekly discussion session, held on various times (see MyUW for details). The TA who runs the section is the same TA who grades your homework assignments. Tuesday sections work similarly to those you may have had in CSE 142 - we will spend the 50 minutes answering questions, going over common errors in homework solutions, and discussing sample problems in more detail than we can in lecture.

Short "pre-section exercises" will be assigned on the course website and will be due in section. You must attend section to turn these in; they cannot be turned in late nor submitted online. Completing the exercises (1 point) and attending section (1 point) earns you 2 points for that week, up to a max of 16 points. This means you can miss a few sections or forget to do the homework several times without penalty to your course grade.

Lab Sections

Every Thursday you will attend a lab session where you will solve exercises on a computer with TA's available to help. Participating in your weekly lab session earns you points toward your course grade. The grading is similar to section, except that you get 2 points for attending each week, with a maximum score of 16 points. That means that you can miss 2 labs without penalty in your course grade. It will not be possible to make up missed lab sessions without advance permission from the instructor (not your TA) as well as severely extenuating circumstances. You will lose one or both points for lab if you are working on other things during the scheduled lab time, including course homework, other projects, and Instagram.

Software and Computing Resources

For this course, you will need to regularly use a web browser. We recommend Chrome or Firefox (with Firebug add-on). We'll also be using a cloud-based IDE called Cloud9 – you'll receive more information about this in the first week of the quarter.

There are many ways that a person can develop a website, and you are allowed to use whatever development environment that you choose. Cloud9 with Firefox or Chrome will be the supported development procedure – if you choose to develop another way, this is fine with the course staff, but we may be limited in how much we can assist you.

Grading

Graded work will receive categorized point values, with the following categories and their respective weights:

- 40% individual homework assignments
- 5% creative project
- 15% lab and section participation
- 15% mid-term exam
- 25% final exam

Your percentage in the class maps to the 4.0 scale roughly as follows. You will get at least the grade below for the percentage shown:

90%: at least 3.5	85%: at least 3.0	80%: at least 2.5
75%: at least 2.0	70%: at least 1.5	60%: at least 0.7

The instructor reserves the right to fail (0.0) any student who does not show up for the final exam.

Exams

The midterm will take place in class on **Monday, October 30th**.

The final exam will be **Tuesday, December 12th** at **2:30 - 4:20PM** here in our classroom **ARC 147**. Alternate exams will only be given in unusual extenuating circumstances: if you believe you need to take the exam at another time, please contact the instructor as soon as possible.

The final exam in this course is open-book for the Web Programming Step by Step textbook. More information about the exam, its structure, and what resources you will be allowed to use will be discussed in class and listed on the course website as we approach the exam.

Creative Project

This quarter, we'll work with a number of different technologies to build different pieces of web applications. However, it can be de-motivating to build something to a specification, especially when you are learning something new and want to make something that has your own flavor.

To give you a chance to play around with the technologies we're learning, this quarter one of your homework assignments will be to write a websites from scratch, entirely of your own design. Each week, there will be some requirements that you have to meet, but the requirements don't force you to have any particular content, layout, color scheme, feel, etc – you'll make that yourself.

Homework and Late Policy

Homework consists of weekly individual programming assignments submitted electronically from the course web site. Programs will be graded on "external correctness" (behavior) and "internal correctness" (style, design, and web standard compliance). Disputes must be made within 2 weeks of receiving the grade.

Programming assignments must be turned in using the online submission system on the course web site. Assignments will not be accepted by email, FTP, instant message, posting them to a web server, or other turn-in methods without permission from your instructor or TA. It is your responsibility to ensure that your turn-in is successful and on time. The turnin system emails and displays you a receipt upon submitting your assignment. We very strongly recommend that you save your receipt for all turnins. If you have no receipt and we do not have your assignment files, you may not receive credit for your work.

Each student receives 5 free "late days", each of which allows you to submit a program up to 24 hours late without penalty. Once a student has used up all late days, each successive day that an assignment is late will result in a loss of 1 point. 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 granted extensions without highly extenuating circumstances as decided by the instructor.

Collaboration Policy

Programming assignments must be completed individually. You may discuss an assignment in general terms with other students, including general discussion of how to approach the problem, but all code you submit must be your own. Any help you receive from classmates should be limited and should never involve details of how to code a solution. You must abide by the following:

- 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 their solution.
- You may not have another person "walk through" an assignment, describe in detail how to solve it, or sit with you as you write it. You may also not provide such help to another student. This includes current or former students, tutors, friends, TA's, web site forums, or anyone else.
- You may not post your homework solutions on a publicly accessible (non-password-protected) web server, during the course or after it has completed. Please see the course website for acceptable ways to show your work to others.

Under our policy, a student who gives inappropriate help is equally guilty with one who receives it. Instead of providing such help to a classmate, point them to other class resources such as lecture examples, the textbook, the WPL, or emailing a TA. You must take reasonable steps to ensure that your work is not copied by others, such as by making sure to log out or lock shared computers, not leaving printouts of your code in public places, and not emailing code to other students or posting it on the web or public forums.

We enforce our policies by running detection software during the quarter over all programs, including ones from past quarters. Please contact us if you are unsure whether a particular behavior falls within our policy.