CSE 154: Web Programming

Course Syllabus, Spring 2018

Information At-A-Glance

Instructor:	**Lauren Bricker**
E-mail:	`bricker@cs.uw.edu`
Office:	CSE 450
Office Hours:	Monday 2:30 – 3:20pm
	Wednesday 10:30 – 11:20am
Head TA:	**Melissa Medsker**
E-mail:	`medskm@cs.uw.edu`
Office Hours:	Monday (CSE 023) 12:30 – 1:20pm
	Friday (CSE 025) 1:30 – 2:20pm

Lecture:	MWF 1:30-2:20
	GUG 220
Website:	http://cs.uw.edu/154
Textbook:	(Optional) Web Programming Step by Step 2nd Edition *Stepp/Kirst/Miller*

Course Content and Learning Objectives

On the surface, this course is an introduction to programming for the World Wide Web. We will learn about the relationship between clients and servers, briefly how the internet works, and how web pages are constructed using several technologies:

- HyperText Markup Language (HTML) for authoring web pages
- Cascading Style Sheets (CSS) for applying stylistic information to web pages
- JavaScript (JS) for creating interactive web pages
- Asynchronous JavaScript and XML (Ajax) for enhanced web interaction and applications
- PHP Hypertext Processor for generating dynamic pages on a web server
- Structure Query Language (SQL) for interacting with databases

Yet in the process you will also:

- practice the skill of reading detailed specifications and writing readable, well documented and structured code
- learn how to appropriately search for and vet solutions
- potentially develop an individual creative portfolio to show prospective employers

Discussion Sections

On Tuesdays, you will participate in a weekly discussion session, held at 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.

You will be given short "quick checks" in these sections at the beginning of class each week. You **MUST** be present in your section to do a quick check; they cannot be turned in late nor submitted on-line. Completing the quick check (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 quick checks 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 TAs 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 to 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 or other social media.

Attending Sections and Labs

You are only to attend the Section and Lab sessions that you are enrolled in. Attending alternate sections can be disruptive to the TA and the other students in the class . Moreover, you may not get credit for your attendance or your quick check if you attend an alternate section. However, if there is a **one time** change - i.e. a Very Important Appointment That You Can Not Miss - you must email the your TA AND the TA for the temporary section at least 24 hours in advance of the first section time to get approval from both TAs.

Software and Computing Resources

For this course, you will need to regularly use a web browser. We recommend Chrome or Firefox. 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.

Questions and Answers

Outside of lectures, sections, and labs, there are a few ways to ask questions or discuss course issues:

- Visit office hours during the posted times (above) or email to make an appointment.
- Post questions about on the course discussion board, except if these are questions specific to your solution to your homework assignments.
- Email the instructor or your TA privately, particularly if you can not post to the discussion board.
- Send anonymous feedback that goes only to the instructor. The instructor will address the issue and share it with others only as appropriate, but can not reply to you without addressing the whole class.

Grading

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

- 50% individual homework assignments
- 5% creative project
- 15% lab and section participation
- 10% midterm exam
- 20% 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

There will be one midterm and one final in this class. Both will be held in our classroom **GUG 220**.

- The midterm will be given during a regular class period approximately halfway through the term
- The final exam will be **Monday, June 4th** at **2:30 - 4:20PM**

Alternate exams will only be given in unusual extenuating circumstances. You must contact the instructor prior to the exam date if you believe you need to take the exam at another time, but no later than least two days prior to the exam.

The exams in this course are open-book. You will be given an instructor provided "cheat sheet" and/or may use the Web Programming Step by Step textbook. More information about the exams, their structures, 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 times.

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 an entire website 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 been 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 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.

Wellness

It is very important to us that you maintain your mental wellness throughout the course. A few points are not worth losing sleep over. Everyone on the course staff is available to chat, and you can always attend office hours for a non-academic conversation if necessary. You can use the following resources if you find you need help beyond the course staff:

- Visit the Counseling Center `http://www.washington.edu/counseling/`
- Visit Hall Health Mental Health Clinic `http://depts.washington.edu/hhpccweb/project/mental-health-clinic`
- Call SafeCampus at (206) 685-7233

Accessibility and Accommodations

To request academic accommodations due to a disability, please contact Disabled Student Services: 448 Schmitz, 206-543-8924 (V/TTY). If you have a letter from DSS indicating that you have a disability which requires academic accommodations, please present the letter to me so we can discuss the accommodations you might need in the class.

Academic accommodations due to disability will not be made unless the student has a letter from DSS specifying the type and nature of accommodations needed.