

# Web Software Development

## Computer Science 346

<b>Instructor:</b>	Erik Krohn
<b>E-mail:</b>	krohne@uwosh.edu
<b>Text Message:</b>	920-644-3745
<b>Class/Lab Time:</b>	Tuesday: 5:00pm - 8:00pm
<b>Classroom:</b>	Halsey 101C
<b>Office Location:</b>	Halsey 216
<b>Office Hours:</b>	Tuesday: 4:00pm - 5:00pm, 8:00pm - 9:00pm Wednesday: 5:00pm - 6:00pm Thursday: 10:30am - 11:30am
<b>Prerequisites:</b>	CS262 with a grade of C or better
<b>Course Website:</b>	<a href="http://www.uwosh.edu/d21">http://www.uwosh.edu/d21</a>
<b>Number of Credits:</b>	3
<b>Textbooks:</b>	<i>Web Programming Step by Step</i> by Miller, Kirst & Stepp. ISBN 9781105578786

### Course Information

An introduction to the tools for developing internet applications. Topics covered include: Internet history, the HyperText Markup Language, graphic images and manipulation, multimedia, programming in the JavaScript and PHP languages.

### Course Website

You should check d21 on a regular basis - it will contain lecture notes, handouts, assignments, announcements, and grades. I'll do my best to let you know when something new and important comes up, but it is your responsibility to check the web site frequently for information that you might not get otherwise.

### Labs

You will have weekly labs. Labs are generally short tasks that can be accomplished in a few hours. Labs will cover the material we cover at the beginning of class to ensure you are staying current with the material. Labs must be completed before the next lecture. **No late labs will be accepted.**

### Projects

You will have one semester long project to complete in this course. It can be a group project with teams of up to 3. Guidelines for the project will be provided near the beginning of the semester.

## Grading

Course grades will be based on a project, labs and timed labs. Your final grade will be computed with the following percentages:

- 40% - final project
- 35% - labs
- 25% - timed labs

If you believe anything was graded incorrectly or unfairly and would like to have it regraded, you must let me know about it within *one week* of having the item graded. I will regrade the entire assignment or exam and you may gain or lose points.

Grading will be on a plus/minus system. Grading may be done on a curve depending on the overall performance of the class. If no curve is used, your grade will be computed based on the following:

Percentage	Grade	Percentage	Grade
$\geq 92$	A	72 - 78	C
90 - 92	A-	70 - 72	C-
88 - 90	B+	68 - 70	D+
82 - 88	B	62 - 68	D
80 - 82	B-	60 - 62	D-
78 - 80	C+	< 60	F

## Topic Coverage

- Internet history
- HTML
- CSS
- Forms
- DOM
- Events
- External Libraries
- PHP & MySQL
- AJAX & XML
- Cookies, Sessions
- Security

## Learning Outcomes

- Explain the key concepts associated with internet architecture that facilitates web application development.
- Explain the basic components of web architecture and describe how web browsers and servers work in tandem.
- Describe a web engineering framework to support the development of web-based applications.

- Apply the web engineering process to the development of a moderately complex web application.
- Utilize an integrated development environment to construct and deploy a web application.
- Construct and validate web pages.
- Design and implement client-side application logic with selected scripting languages.
- Design and implement server-side application logic with selected technologies.
- Design and implement the model-view-controller architecture for web-based applications.
- Design and construct web pages that interact with persistent storage.
- Read and apply web standards to the design and creation of web-based applications.
- Identify trends in web technologies and develop an evaluation strategy for assessing emerging web technologies.
- Work effectively with a small team of web developers to produce a web application.

## Academic Dishonesty

Academic dishonesty of any kind will not be tolerated. All assignments, mini-assignments and exams are to be completed individually unless otherwise specified. While high-level discussion of ideas and problems with fellow students is encouraged, all work must be done individually. In certain circumstances, code fragments from the instructor may be provided to eliminate tedious coding or to provide a common framework for all students. **All other code must be original.** Online resources may be used to help you understand the material, but you may not copy online code nor can you “borrow” code from other students, past or present. If you use a book, website or any reference to help you solve a problem, you must cite the reference in your assignment.

Any suspected academic dishonesty will be dealt with on a case-by-case basis. Any clarification of what does or does not constitute academic dishonesty must take place **before** you turn in questionable work. For clarification on what constitutes academic dishonesty, contact me or consult the printed policy in the UWO Student Discipline Code, Chapter UWS 14.