CMPS 218/BUS 318 PUBLISHING ON THE WEB I (1681 –sec.001; 1682 – sec.002)

COURSE INFORMATION:
- Units: 4.0 Credit Hours
- Pre-Req.: None
- Schedule Types: Lecture/Seminar
- Requirements: *Core Requirements for E-Commerce and Internet Programming Concentration
- Attributes: UVLL Lifelong Learning
- Class Location: Founders Hall 207

INSTRUCTOR INFORMATION:
- Instructor: Prof. Dr. Eng. Jozef Goetz, Ph.D.
- Office: Founders Hall 108 B
- E-mail: JGoetz@laverne.edu
- Phone: (909) 448-4663
- Office Hours: W: 3:10 – 6:20 p.m. or by appointment

COURSE DESCRIPTION:
Through a combination of lecture, demonstration, hands-on exercises, assignments, students learn HTML (a core technology of the Internet, an open, cross-platform standard for app development), Cascading Style Sheets (CSS3), XHTML, Web design concepts, HTML 5 Basic, Links, Tables, Color and Graphics, Frames, Forms and Web Multimedia. The course covers building a complete static website using development life cycle, the modern design principles and Web design best practices. Final products are a presentation and the publishing of a final project on a web server. Web Development Tools: Adobe Dreamweaver CS5, Notepad++, WinSCP, Mozilla Firefox, Google Chrome, Internet Explorer, Opera, Opera Mobile Emulator, HTML and CSS Validators and add-ons for Mozilla Firefox such as Web Developer, FireFTP and Firebug. This course introduces HTML/CSS hand-coding with practical interactive lab exercises and projects.

COURSE OBJECTIVES:
Students enrolled in this class will be able to fulfill the following objectives:
2. Learn and understand the concepts and building blocks of Web pages with HTML 5 and CSS 3.
3. Learn new HTML 5 elements with an emphasis on coding Web pages that work in both current and future browsers.
4. Acquire the knowledge and skills of how to design, write and test static websites including mobile websites.
5. Gain hands-on experience by hand coding text configuration, color configuration, links, graphics, multimedia components, tables, forms, frames, and page layout, with an enhanced focus on the topic on design, accessibility, and Web standards.
6. Use tools such as tools such as tools such as Adobe Dreamweaver CS, Web Developer Toolbar for Mozilla Firefox/Chrome, Notepad++, WinSCP, HTML and CSS Validators, Mozilla Firefox, Chrome, Opera, Opera Mobile Emulator and Internet Explorer.

7. Learn and build a complete static website using development life cycle, the modern design principles, and web design best practices.

8. Able to create and publish websites.

9. Gain hands-on learning HTML and CSS via practical lab exercises, and projects and exams.

10. Continue their study of using HTML/CSS to implement dynamic and interactive Web applications with JavaScript and Ajax (CMPS 319).

**LIFELONG LEARNING OUTCOMES:**

1. Demonstrate proficiency in skills that sustain lifelong learning, particularly the abilities to think both critically and responsibly and to access, evaluate, and integrate information.

2. Demonstrate the ability to determine and use the appropriate technology to support information search and discovery methods.

**GENERAL LEARNING OUTCOMES:**

1. Acquire understanding of basic concepts in Computer Science.

2. Communicate effectively both orally and in writing to their peers.

3. Acquire leadership skills and collaborate in team projects.

4. Demonstrate skills in analyzing problems before and during project assignments.

5. Conduct research to solve problems independently.

6. Obtain a sense of “urgency” to meet deadlines.

7. Be flexible to function in a variety of work environments.

8. Get a foundation for a future employment in industry related to concentration areas such as Internet Programming, Software, e-commerce and Information Science.

**REQUIRED TEXT:**

View Bookstore Online:


**RECOMMENDED:**


**EVALUATION AND GRADING:**

There will be lab assignments, projects, quizzes, midterm and a final. The course grade will be calculated as follows:

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lab and home assignments</td>
<td>25%</td>
</tr>
<tr>
<td>Final project</td>
<td>15%</td>
</tr>
<tr>
<td>Presentation</td>
<td>05%</td>
</tr>
<tr>
<td>Quizzes</td>
<td>15%</td>
</tr>
<tr>
<td>Midterm</td>
<td>20%</td>
</tr>
<tr>
<td>Final Exam</td>
<td>20%</td>
</tr>
<tr>
<td>TOTAL</td>
<td>100%</td>
</tr>
</tbody>
</table>

Final course grades will be assigned as follows:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>94 – 100</td>
</tr>
<tr>
<td>A-</td>
<td>90 – 93</td>
</tr>
<tr>
<td>B</td>
<td>84 – 86</td>
</tr>
<tr>
<td>B-</td>
<td>80 – 83</td>
</tr>
<tr>
<td>C</td>
<td>74 – 76</td>
</tr>
<tr>
<td>C-</td>
<td>70 – 73</td>
</tr>
<tr>
<td>D+</td>
<td>67 – 69</td>
</tr>
</tbody>
</table>
NATURE OF ACTIVITIES IN THE CLASS:

1. Time spend outside of class: 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 8 - 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 open interaction, educating each other and sharing of ideas, knowledge and experience.

Guidelines:
- You can give each other technical support, help understand the assignment and brainstorm general solution, but must separate to develop your own details solution to the problem, and must individually type in your source code and project report.
- Each member of the group should be able to explain any part of the submission, and not just be able to explain “his or her” part.

3. Attendance and Preparation:

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 are expected to come to class prepared. You need to do the Hands-On Practice (HOP) exercises listed by your instructor at home. Please check the assignment.doc online. Your work must be saved on your USB drive and you should be ready to show exercises to your professor at the very beginning of class. You will get negative points if you don’t have them with you.

You have to read Lecture Notes and corresponding sections in the textbook, which will be covered at the next class meeting. 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.

4. Timeliness:

You are expected to be in your seats 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 (engagement) 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:**

Brief quizzes (one per approximately two chapters) 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-make up quizzes** are allowed. However, your lowest quiz score will be dropped in determining your grade score.

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

The class will be presented as a combination of lectures and hands-on activities. Several lab and approximately eight project assignments (website case studies) will be given over the course of the semester. Each project is developed incrementally (adding new or better) functionality to a website. An electronic version of 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.

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.

You will need to create and submit the final project proposal of your own 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_Guide.doc). You need to turn in your projects according to the description found in 1_Project Submittals_Guide.doc at [http://faculty.laverne.edu/~jgoetz/classes/218_F15/index.html](http://faculty.laverne.edu/~jgoetz/classes/218_F15/index.html). 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.

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-make up assignments and email submissions 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 choices questions, true/false questions, and writing programs/developing a website.

10. **Course material:**
All handouts, my syllabus, guidelines, lecture notes, links and assignments will be posted at [http://faculty.laverne.edu/~jgoetz/](http://faculty.laverne.edu/~jgoetz/). You will see a folder labeled **CMPS 218: Publishing on the Web I**, and you will find all **CMPS 218** documents there. You may copy them to your computer.

11. **Email Policy:**
I usually reply to emails that require a fast answer within 24 hours on weekdays. I will not reply to email messages that are unclear or disrespectful. I suggest that you include a **salutation** (e.g. Dear Professor Goetz), your **class name** and **section** in the subject field so that it is clear that the message is **not junk** mail. **Students must check their e-mail messages on a daily basis. I will only use your Laverne e-mail address.**

12. **Others:**
Before 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 and laptops** are to be used **only for the purpose of lab exercises and taking notes**. 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.

**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.

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**.

**Patience** and **attention** to detail are important to succeed in programming in HTML and CSS.

**Good luck in your course!**

13. **Tentative schedule (subject to change):**

<table>
<thead>
<tr>
<th>Date</th>
<th>Week No.</th>
<th>Topic</th>
<th>Reading Chapter</th>
<th>Quiz from Chapter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sept 1, 3</td>
<td>1</td>
<td>Syllabus. Intro to Course. Intro to the Internet &amp; WWW</td>
<td>[1]ch1</td>
<td></td>
</tr>
<tr>
<td>Sept 8, 10</td>
<td>2</td>
<td>HTML Basics Lab Exercises</td>
<td>[1]ch2</td>
<td></td>
</tr>
<tr>
<td>Sept 15, 17</td>
<td>3</td>
<td>Configuring Color and Text with CSS Lab Exercises</td>
<td>[1]ch3</td>
<td>[1]ch1, 2</td>
</tr>
<tr>
<td>Date</td>
<td>Week</td>
<td>Topic</td>
<td>Reading</td>
<td>Notes</td>
</tr>
<tr>
<td>------------</td>
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<td>--------------------------------------------</td>
</tr>
<tr>
<td>Oct 6, 8</td>
<td>6</td>
<td>Page Layout with CSS Lab Exercises</td>
<td>[1]ch6</td>
<td></td>
</tr>
<tr>
<td>Oct 20, 22</td>
<td>8</td>
<td>Midterm: Oct 20 Dreamweaver. Publishing on the WEB using browsers and WinSCP</td>
<td></td>
<td>above chapters</td>
</tr>
<tr>
<td>Oct 27, 29</td>
<td>9</td>
<td>Tables Lab Exercises</td>
<td>[1]ch8</td>
<td>Project proposal submission</td>
</tr>
<tr>
<td>Nov 3, 5</td>
<td>10</td>
<td>Forms Lab Exercises</td>
<td>[1]ch9</td>
<td>Project updates - phase 2</td>
</tr>
<tr>
<td>Nov 17, 19</td>
<td>12</td>
<td>Web Development Web Promotion Lab Exercises</td>
<td>[1]ch10</td>
<td>Project updates - phase 3</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Publishing on the WEB using browsers and WinSCP Frames Lab Exercises</td>
<td>[1]ch13</td>
<td>Bonus Chapter</td>
</tr>
<tr>
<td>Nov 24</td>
<td>13</td>
<td>E-Commerce Overview Lab Exercises</td>
<td></td>
<td>Project updates - phase 4</td>
</tr>
<tr>
<td>Dec 1, 3</td>
<td>14</td>
<td>Project presentation</td>
<td>[1]ch12</td>
<td>Project updates - phase 5</td>
</tr>
<tr>
<td>Dec 8, 10</td>
<td>15</td>
<td></td>
<td></td>
<td>Project submission and presentation</td>
</tr>
<tr>
<td>Dec 17</td>
<td>16</td>
<td>Final: Thursday 9:50AM-12:35 PM.</td>
<td></td>
<td>above chapters</td>
</tr>
</tbody>
</table>

**PLAGIARISM POLICY:**

Students are encouraged to collaborate outside of class to discuss and debate course concepts. However, **all assignments MUST be completed and written up individually.** If the assignment has been designated a team assignment by the instructor, **each student is required to turn in his or her own solutions.**

A grade of “F” will be assigned for the course for any occurrence of the **academic dishonesty either in exam, quiz or assignments.** It is all right to ask someone else about how to solve a problem, but it is not all right to copy their 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, unless an exception is specifically defined by an instructor, students are expected to maintain the following **standards of integrity:**

1) **All** tests, term papers, oral and written assignments, and recitations are to be the **work of the student** presenting the material. 2) Any use of the wording, ideas, or findings of other persons, writers, or researchers requires the **explicit citation of the source**; use of the exact wording requires “quotation” format. 3) Deliberately supplying material to a student for purposes of plagiarism is also culpable. The dean may place on probation, suspend, or expel any student who violates the academic honesty policy. (See ULV catalog).

**Acceptance** of this syllabus constitutes acknowledgement by **holder that s/he has read and agrees to the provisions of the foregoing contract.**