

Course Description

Course Name: Web Development

Course Number: CS 290-400

Credits: 4

Terms Offered: Every Term

In this course, we will mostly talk about the frontend web development skills and a few backend techniques. We will be covering topics like HTML, CSS, JavaScript, Node.js and Mysql. We will spend most of the time talking about JavaScript.

Prerequisites: CS 162 or CS 165

Instructor: Dr. Luyao Zhang

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Course Topics

This course is divided into three main sections which are largely addressed sequentially:

Layout and Styling

The first portion of the class focuses on the static layout and styling of a web page (**HTML/CSS**). For some, this may be a review if you have done web publishing in the past. There is quite a bit of information to take in here but the problems to solve are not that intricate.

Client Side Interaction

The second portion of the class focuses on **JavaScript** and making interactive web pages in the browser. Things like forms that will display an error message if a password is too short or creating a drop down menus are things that will be covered in this portion of the class.

Server Side Interaction

In this portion of the class, we look at using a very simple **database** to store data between website visits. The technologies we will be using this term are **Node.JS** and **MySQL**. In addition, we look at how we can track a user and data from page to page which is a critical first step in designing more complex systems like shopping carts for an online shopping website.

Course Schedule

You can see the assignment due dates on Canvas directly.

Topics by Weeks

Week	Topic(s)	Due
1	Web Overview and Intro to Tools	HW1 Node.js and Git HW2 HTML/CSS

	HyperText Markup Language and Cascading Style Sheets	Course policies quiz
2	Introduction to JavaScript	Activity1 JS Environment Activity2 JS Functions Activity3 JS Objects
3	JS Functions and Objects	HW3 Higher-Order Functions and Objects Activity4 Fixing Closure Loop
4	JavaScript and the DOM JavaScript and HTTP (forms)	HW4 DOM and Events Activity5 Ajax Interactions Project Proposal
5	Intro to Node.js Sessions and HTTP	HW5 GET and POST checker Activity6 Practice
6	Database Interaction	Project
7	Wrap up	HW6 Database interactions and UI Sample quiz
8	Final	Final Exam

Textbooks

Required: Eloquent JavaScript <http://eloquentjavascript.net/>

Optional: Jon Duckett's "HTML and CSS design and build websites", ISBN-13: 978-1118008188, ISBN-10: 1118008189

Assignments

This course has three types of assignments:

HW Assignment:

You will have six assignments this term, each is given one week to finish (except the last one, you will have 12 days). You will write a website or make some functions using required techniques to meet the constraints. The assignments will be graded on how well they meet the requirements.

Activity:

The activities are graded as pass/fail (10/0). Generally, if 60%+ of the activity is correct you will get a PASS otherwise it will be a fail. For example, if the activity has two requirements and you don't do one of them you would only have 50% of the activity completed so would receive a 0.

Project (Portfolio Assignment):

This is a research-based project. You need to build a website based on the knowledge you learn in this course to meet some requirements. This will also be a wonderful piece to add to your student portfolio when applying for jobs or internships.

Syllabus Quiz

After you have gone over all the information in the [Start Here](#) module, you need to take the course syllabus quiz and score a 100% before the Week 1 module will unlock: [syllabus quiz](#)

Exam

This course has one proctored exam -- the final exam. You can find out more about proctoring at the Ecampus page on [exam proctoring \(Links to an external site.\)](#).

The final exam window will run from the **Sunday** before the start of finals week through **Thursday** of finals week. If you are unable to take the exam in that window, you must make arrangements **prior to the end of the 2nd week** of classes. Beyond this deadline, only emergency situations will be considered for alternate testing times.

Where possible, we suggest using an in-person proctor. Should an issue arise, it is historically a lot easier to get it resolved at a testing center than with other online proctoring service. If you do use ProctorU and an issue does arise, please document the situation as thoroughly as possible and forward that to the instructor as soon as possible.

Grading Policy

Grade letter	Percentage floor
A	93
A-	90
B+	87
B	83
B-	80

Grade letter	Percentage floor
C+	77
C	73
C-	70
D+	67
D	63
D-	60
F	0

Grading Scale

The final grade will be computed using a weighted average according to the table above and the weighting below.

In general, assignments are not graded such that each piece is worth some fixed amount of credit. If 40% of the program is non-functional, that generally indicates that there is some important concept that has been missed.

Grade Weighting

- Activities/Exercise - 25%
- Homework Assignments - 50%
- Project - 10%
- Final Exam - 15%

Maximizing Credit

You should treat me as a client. I will give you a set of requirements. Requirements can be interpreted differently, this is unavoidable. You have to meet my interpretation of the requirements to get an A. If you have any doubt about what a requirement means, you should ask me to clarify.

Accommodations

"Accommodations are collaborative efforts between students, faculty and Disability Access Services (DAS). Students with accommodations approved by DAS are responsible for contacting the faculty

member in charge of the course prior to or during the first week of the term to discuss accommodations. Students who believe they are eligible for accommodations but who have not yet obtained approval through DAS should contact DAS immediately at 541-737-4098."

Students with documented disabilities who may need accommodations, who have any emergency medical information the instructor should be aware of, or who need special arrangements in the event of an evacuation, should make an appointment with the instructor **as early as possible**, and no later than the first week of the term. Class materials will be made available in an accessible format upon request.

If you have a really tough situation that might affect your progress a lot (illness, job duties, family emergency...), you should contact the instructor immediately. **Don't wait until the due date or even past the due date to explain your personal situations and ask for extensions.** If you are not sure whether to ask for it, better do it.

Late Policy

Requests for extensions are considered on a case by case basis. Non-emergency requests must be submitted **via email at least 72 hours before the due time**. (Not having enough time to get the assignment done does not, by itself constitute an emergency, sorry!). **If you don't know if you will need an extension but might, you should ask for one.**

Time elapsed past due date	Penalty Applied (if no extension is granted)
T < 24 hours	-10%
T < 48 hours	-20%
T < 1 week	-30%

Bonus Days

You have **3 bonus days** that you can apply to any activities or assignments (except the final assignment). You can use it all at once for one assignment (if you are late for 3 days), or split it and use one day each for three assignments (no "half" day).

How to apply the bonus day: leave a comment on Canvas under that assignment submission, saying that you would like to apply x bonus days for this late submission, and you have y bonus days left after that. When TAs are applying the late penalty, they will look at your submission time and your comments. If you don't leave a comment there, TAs will directly apply the late penalty.

Extra Credit

There is extra credit in some of the assignments. Try to get them when possible. At the end of the term, I will give extra credit (0.5 to 2 maximum points) to those who are active on Piazza answering questions and sharing notes with others.

Code Sharing

You will not get in trouble for sharing code with your classmates in order to solve problems. The communication guide actually mandates that you share **portions of your code** if you want to ask a good question. If you are worried that you are posting too much code, mark it private and ask the instructor to review it. Note that this is a more permissive policy than the [standard policy for the program \(Links to an external site.\)](#).

You will get a great deal of trouble if you copy code without citing it. See the policy on [plagiarism \(Links to an external site.\)](#). Code from lectures is not your own, code from StackOverflow is not your own, code from the Mozilla documentation is not your own. If it is not your code, you must cite it. If you cite it, you must provide documentation in very great detail of what it is doing so that I know you understand the code you are using.

Academic Misconduct

The Code of Student Conduct prohibits Academic Misconduct and defines it as:

Any action that misrepresents a student or group's work, knowledge, or achievement, provides a potential or actual inequitable advantage, or compromises the integrity of the educational process.

To support understanding of what can be included in this definition, the Code further classifies and describes examples of Academic Misconduct, including cheating, plagiarism, assisting and others. See the [Code of Student Conduct \(Links to an external site.\)](#) for details.

You are expected to do your own work and demonstrate academic integrity in every aspect of this course. Familiarize yourself with the standards set forth in the OSU Code of Student Conduct Section 4.2. You must only access sources and resources authorized by the instructor. You may not show your work to any other current or future students without the instructor's authorization. Violations of these expectations or the Code of Student Conduct will be reported to the Office of Student Conduct and Community Standards. If there is any question about whether an act constitutes academic misconduct, it is your responsibility to seek clarification and approval from the instructor prior to acting.

Code Style

In this course, we follow the Google style guide for the HTML/CSS/JS code:<https://google.github.io/styleguide/htmlcssguide.html> (Links to an external site.)<https://google.github.io/styleguide/jsguide.html>