



# CSCI 4332/CSCI 5332 MODERN PROGRAMMING, Summer 2021

Summer I (06/01/2021 - 07/03/2021) - Full Distance Education Course

Mo/Tu/We/Th/Fr 12:40PM - 2:20PM on [Zoom https://uttyler.zoom.us/j/98258227780](https://uttyler.zoom.us/j/98258227780)

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Office Hours: by appointment

## General Course Information

<b>Required Device</b>	<b>Programmable Computer.</b> Windows, Mac OS, or Linux OS with speaker, a microphone and Webcams (Note: Webcams are required for remote presentations.) <b>Reliable Internet Access.</b>																		
<b>Required Text</b>	No textbook required																		
<b>Suggested Materials</b>	<ol style="list-style-type: none"> <li>1. HTML+CSS+JavaScript+Bootstrap+Python Tutorials <a href="https://www.w3schools.com/">https://www.w3schools.com/</a></li> <li>2. R.W. Sebesta, <i>Programming the World Wide Web</i>, 8<sup>th</sup> Edition, Addison Wesley, 2014. ISBN-13: 978-0133775983, ISBN-10: 0133775984.</li> <li>3. Jon Duckett, <i>Beginning Web Programming with HTML, XHTML, and CSS</i>, 2<sup>nd</sup> edition, Wrox. ISBN: 978-0-470-25931-3</li> <li>4. Paul Wilton and Jeremy McPeak, <i>Beginning JavaScript</i>, 4<sup>th</sup> Edition, Wrox. ISBN 978-0-470-52593-7</li> </ol> <p>All materials as provided in class Canvas page.</p>																		
<b>Prerequisites</b>	COSC 1336 or COSC 1315																		
<b>Course Description</b>	The course introduces students to modern tools required for web programming. Topics include web architecture, protocols & standard, frameworks, database design, techniques, and user experience. Through hands-on projects, students will learn to design and implement web apps with Python, JavaScript and Bootstrap. By course's end, students will emerge with knowledge and experience in principles, languages, and tools that empower them to design and deploy applications on the Internet.																		
<b>Tentative Course Schedule</b>	<table border="1"> <thead> <tr> <th>Week</th> <th>Dates</th> <th>Lecture Topics</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>6/1-5</td> <td>Web basics, HTML5+CSS3</td> </tr> <tr> <td>2</td> <td>6/8-12</td> <td>JavaScript, Ajax, XML/ JSON</td> </tr> <tr> <td>3</td> <td>6/15-19</td> <td>REST, Front End, Database</td> </tr> <tr> <td>4</td> <td>6/22-26</td> <td>Python</td> </tr> <tr> <td>5</td> <td>6/29-30</td> <td>Project Demonstrations</td> </tr> </tbody> </table> <p><b>*Note that the schedule is subject to change as the course progresses.</b></p>	Week	Dates	Lecture Topics	1	6/1-5	Web basics, HTML5+CSS3	2	6/8-12	JavaScript, Ajax, XML/ JSON	3	6/15-19	REST, Front End, Database	4	6/22-26	Python	5	6/29-30	Project Demonstrations
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## Grading Policy

<b>Weighting Scheme</b>	Quiz - 15%, Projects - 80%, Project Demo - 5%.	90.0 - 100% 80.0 - 89.99% 70.0 - 79.99% 60.0 - 69.99% Below 60%	A B C D F
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## Course Policies

- Assignments should be turned in no later than the deadline. Turn in what is completed by the deadline for partial credit. **No late submissions will be accepted.**
- You are expected to do your own work. You may assist each other with general concepts, but direct assistance with a particular assignment or any attempts to gain an unfair academic advantage will not be tolerated. **Any indication of cheating and/or plagiarism on an exam/assignment/project will be an automatic 0 (zero) for the exam/assignment/project for all students involved. Solutions copied from the internet, instructor's manual, etc. will also be given zero credit.** If you have questions about the line between assistance and cheating, discuss it with the instructor. For examples of Scholastic Dishonesty, please visit Section 8-802 of the [Manual of Policy and Procedures](#).

## Projects

All projects are individual assignments that focus on web programming and web UI design. The appearance and design of the pages are entirely up to you. However, your project has to meet the series of requirements given in each assignment. Your program should run. Comment out any part of your file that does not work and briefly explain why you think it does not work. Submit (a) your README.txt file, (b) a .zip zipped project folder (not a .rar folder) which will include all the project's files, and (c) a one-to-five minutes screencast recording in which you demonstrate your app's functionality. If your submission does not fulfill the above requirements, the project will be rejected and your score will be a ZERO. This will apply to all of your projects in this class.

## Helpful Comments

This class is very interesting and useful. However, a lot of material and new concepts will be covered. To get full benefit out of the class you have to work regularly. Attend the classes regularly and start working on the assignments soon after they are handed out. Plan to spend at least 10 hours a week on this class doing assignments or reading.

**This syllabus is subject to change at any time at the discretion of the Professor.**