

# University of Washington

## CSE 190 M: Web Programming, Spring 2012 Syllabus

### Instructor:

- Marty Stepp ([stepp@cs.washington.edu](mailto:stepp@cs.washington.edu))
- Pim Lustig ([pl@cs.washington.edu](mailto:pl@cs.washington.edu)) handles all registration issues.

### Course Content and Learning Objectives:

This course is an introduction to programming for the World Wide Web. You will learn about topics such as:

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

### Lecture and Section Times:

- MWF 12:30pm - 1:20pm, GUG 220
- Tu (various times) discussion sections (50 minutes each)
- Th (various times) lab sessions (50 minutes each)

### Textbook:

Stepp/Miller/Kirst. *Web Programming Step by Step, Second Edition*. ISBN 978-1-105-57878-6. Required.

Problems and assignments will not be assigned out of this book. But the book was written specifically for this course by the instructor and makes a useful supplement to the lectures. It contains practice materials, case studies, and sample programs you can use to help you on your homework and study for your exams. Also, exams in this course will be open-book, so it may be advantageous to own the book to bring as a reference during exams. The first edition of the textbook will mostly suffice but is missing a few topics and changes that we will incorporate in the class this year.

### Course Web Site:

<http://www.cs.washington.edu/190m/>

### Discussion Sections:

You will participate in a weekly discussion section, held on various times on Tuesdays (see MyUW for details). The TA who runs your section will grade your homework assignments. In section we will answer questions, go over common errors in homework solutions, and discuss sample problems in more detail than we can in lecture.

Short "pre-section problems" will be assigned on the course web site and will be due in section. You must attend section to turn these in; they cannot be made up, turned in late, nor submitted online. Completing the problem set each week earns you 2 points for that week for up to 15 points total for the quarter. This means you can miss a few sections without penalty.

### Lab Sessions:

Every Thursday you will attend a session held in various labs in Mary Gates Hall. TAs will lead the lab session and help students solve problems. Participating in your weekly lab session is an important part of the course and will form part of your course grade. Your lowest two (2) lab session scores will be dropped, allowing you to miss two sessions without penalty. It will not be possible to make up missed lab sessions without severely extenuating circumstances and the instructor's advance permission.

### Software and Computing Resources:

The recommended software for the course is the [Firefox](#) web browser (with [Firebug](#) add-on), and the [TextPad](#) (Windows) or [Smultron](#) (Mac) text editor. The course web site has links to download this software.

## Grading:

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

- 60% individual homework assignments
- 15% lab and section participation
- 25% final exam: **Thursday, June 7, 2011, 8:30 - 10:20am, GUG 220**

This 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

## Homework and Lateness Policy:

Homework consists of weekly programming assignments done individually and submitted electronically from the course web site. Programs will be graded on "external correctness" (behavior) and "internal correctness" (style, design, and compliance to web standards). Disputes about grading 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 **3 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.

## Exams:

Exams in this course are open-book for the *Web Programming Step by Step* textbook, but are closed to all other books and notes. You may use your textbook, but not your handouts, printed solutions to your assignments, or any other written materials. No computing devices or other students' work or ideas may be used.

Make-up exams will not be given except in case of a serious emergency. If you must miss an exam, even if you are sick or injured, you or someone must contact the instructor *before* the exam. You must show evidence that you are physically unable to take the exam, such as a clearly worded doctor's note, before the exam. No make-ups will be granted for personal reasons such as travel, hardship, to ease exam week schedules, or leisure. No student will be permitted to take an exam early.

## Collaboration Policy:

Programming assignments must be completed individually. You may discuss an assignment in general terms with other students, including a 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 his/her solution.
- You may not have another person "walk you through" an assignment, describe in detail how to solve it, or sit with you as you write it. You also may not provide such help to another student. This includes current or former students, tutors, friends, TAs, 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 the quarter has completed. Please see the course web site for acceptable ways to share your work with others.

Under our policy, a student who gives inappropriate help is equally guilty with one who receives it. Instead of providing such help to someone who does not understand an assignment, point them to other class resources such as lecture examples, the textbook, the IPL, or emailing a TA or instructor. You must not share your solution code and ideas with others. You must also take reasonable steps to ensure that your work is not copied by others, such as by making sure to log out or lock shared computers, not leaving printouts of your code in public places, and not emailing your code to other students or posting it on the web or public forums.

We enforce this policy by running detection software a few times per quarter over all submitted student programs, including programs from past quarters. Please contact the instructor if you are unsure whether a particular behavior falls within our policy.