

Augusta State University
CSCI 3600 A – Internet Programming
Fall 2009

INSTRUCTOR INFORMATION

Professor: Mr. Paul York
Office: Room E137, Allgood Hall
Office Hours: **Tues. & Thurs. 2 PM-4 PM, and by appointment**
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COURSE INFORMATION

Course Website: <https://aug.view.usg.edu/> -- this is GeorgiaVIEW (Vista) so log in and find this course

Text: ***Programming the World Wide Web 2009*** (Fifth Edition)
Robert W. Sebesta
Addison-Wesley; ISBN: 0-13-607663-7

Course Description:

This is an advanced course in Internet programming for real-world business applications. The focus is on the complete application development cycle including analysis and design, implementation, verification, and demonstration/support. Course topics include multi-tier application design, network programming, XML, web server and client programming, JavaScript, AJAX, and web services. Prerequisite(s): CSCI 1301, Principles of Computer Programming, and CSCI 3410, Database Systems, or permission of the instructor.

Grading Scale:

A	900 – 1000 pts
B	800 – 899 pts.
C	700 – 799 pts.
D	600 – 699 pts.
F	< 600 pts.

Knowledge Evaluation:

Programming Milestones	5 @ 100 pts.	500 pts. (50%)
Technical Briefings	2 @ 100 pts.	200 pts. (20%)
Architectural Design	1 @ 150 pts.	150 pts. (15%)
Midterm Exam	1 @ 150 pts.	150 pts. (15%)

Course Requirements:

Though not absolutely required, **access to a modern PC at home** is highly recommended. The exercises given will require more than the time allotted during class, and will thus require significant after-hours effort. All software used in class will be available for you to install at home (and even keep after completing the class) free of charge.

Note that the lab computers and the software used in this course are all designed for use on Microsoft Windows. However, it is possible to do just about everything we will do using an alternative such as Mac OS X or Linux. There will be no direct support for your efforts here beyond some basic advice; nor will being unable to get something working right on your home PC be a valid excuse for late assignments.

To transfer files to and from computers not connected to the ASU LAN, a **USB thumb drive** is also highly recommended.

COURSE ASSIGNMENTS

As listed above in the Knowledge Evaluation section, there are four distinct categories of assignment that will together form the basis for your final grade in this course.

Programming Milestones:

There is actually only one large programming assignment for this course—a web site of your design and choosing. The details of this will be discussed early on in the course. However, instead of one big grade assigned at the end of the course, you will be evaluated at five stages along the way. Both the functionality and the coding style will be evaluated, though in this course the actual aesthetics of the site will not be evaluated beyond their impact on functionality.

Technical Briefings:

You will be expected to complete two 3 to 5 page technical briefings (or “whitepapers” or “essays” or whatever you want to call them). They will concern particular technologies or strategies related to internet development. The topics will be assigned to you by the professor, though if you have a strong preference for a particular topic, you may request that the professor allow you to write on that topic. Note that the topic must be original for this course (i.e., not a recycled topic from another course) and must be your own work. Plagiarism will not be tolerated and each paper will be checked for originality using an online tool. This is a zero-tolerance policy. Any violation will result in a WF and will be turned over to Dean.

Architectural Design:

After sufficient technical material has been covered, you will be asked to create an architectural design (a document) for your web site. This will include technical design details for all modules and components as well as general visual design guidelines, coding standards, and a sitemap. More details will be provided when the design document is formally assigned.

Midterm Exam:

There’s just one written exam. There are a number of key concepts that you need to keep in mind when designing systems for the Internet. This exam is intended to test your retention of these concepts.

COURSE POLICIES

In addition to the general ASU policies in the final section of the syllabus below, please see the following.

Reading:

All reading should be completed BEFORE the class during which a topic is to be discussed. Make special note of the use of the term “discuss.” As with all programming classes, these topics cannot be taught fully through lecture. Your instructor is your guide and mentor. You are your own teacher and should come prepared with specific issues to discuss.

Attendance:

Your presence in class for lectures and for lab time is both recommended and required. This is a small group and good classroom dynamics requires participation. You may miss up to 5 classes over the course of the semester (*either excused or unexcused*) without being withdrawn. Excessive tardies may also be counted as absences. Depending on the nature and timing of the absences, the withdrawal may be granted as a “W” or a “WF” at the instructor’s discretion. Make-up for missed in-class assignments or exams should be negotiated as soon as possible with the instructor.

Email:

Email is the primary method of communication between the professor and students outside of class times. You are expected to check your ASU Pipeline (@aug.edu) email address daily.

Late Assignments:

Assignments are due by 4 PM on the due date unless otherwise noted. Late assignments are accepted, but 20% per day penalty will be assessed starting at 4:01 PM on the due date. Obviously this means that 5 days late is the maximum.

Assignment Submission:

Assignments will be submitted to a shared folder (\\AIST\CSCI3600\

COURSE SCHEDULE

The schedule presented below is preliminary and is EXPECTED to change over the course of the semester. Please stay up to date by attending class and by checking the calendar and announcements at <https://aug.view.usg.edu/>.

Week	Class Date	Class Content Material	Class Assignments / Items Due
1	18 August	Syllabus & Intro	
	20 August	Chapter 1	
2	25 August	Chapter 2	<i>Idea summary for Web Site</i>
	27 August	Lab Day	
3	1 September	Chapter 3	<i>Basic site layout with placeholders</i>
	3 September	Lab Day	MILESTONE 1
4	8 September	LABOR DAY HOLIDAY	
	10 September	Chapter 4	
5	15 September	Chapter 5	
	17 September	Lab Day	<i>Idea summary for Technical Briefing 1</i>
6	22 September	Chapter 6	
	24 September	Lab Day	
7	29 September	Chapter 7	MILESTONE 2
	1 October	Lab Day	
8	6 October	Exam Review / Lab Day	TECHNICAL BRIEFING 1
	8 October	MIDTERM EXAM	
9	13 October	Chapter 9	
	15 October	Lab Day	
10	20 October	Chapter 10	MILESTONE 3
	22 October	Lab Day	
11	27 October	Chapter 13	
	29 October	Lab Day	
12	3 November	Chapter 12	<i>Idea summary for Technical Briefing 2</i>
	5 November	Lab Day	
13	10 November	TBD (Web Services)	MILESTONE 4
	12 November	Lab Day	
14	17 November	Chapter 8	
	19 November	TBD (Silverlight)	ARCHITECTURAL DESIGN
15	24 November	Lab Day	
	26 November	THANKSGIVING HOLIDAY	
16	1 December	TBD (Cloud Computing)	
	3 December	Evaluations / Lab Day	TECHNICAL BRIEFING 2
	8 December	Final Web Site Due Date	MILESTONE 5

Common ASU Policies

Class Attendance:

If the student has been absent for more than the equivalent of 10 percent of class time, regardless of cause, then the professor may withdraw the student from the class for excessive absences. It is important to note that the instructor may—or may not—withdraw a student from class based upon attendance. In any case, a student should not assume that the instructor has initiated the withdrawal form. A student not withdrawn from a course who stops attending class (or who never attends class) is subject to receiving a grade of WF or F for the course. Please reference the *Class Attendance Section in ASU Catalog* for further details.

“Each student is expected to attend class regularly, to arrive on time, and to remain until class is dismissed. Tardiness and leaving class early are disruptive for other students and the faculty and are behaviors that are not acceptable in a classroom or business setting. Students who do not arrive promptly or leave early may be noted as absent, at the faculty member’s discretion. Absences in excess of the maximum prescribed in the course syllabus may result in the faculty member’s withdrawing the student from the course.” HCOB Professional Behavior Guidelines

Code of Conduct:

Please review the *Student Code of Conduct in the Jaguar Student Handbook*. It outlines your responsibilities as students and mine as a faculty member to maintain the integrity of the learning environment. As outlined in the handbook, disorderly conduct may result in expulsion from the class. Moreover, any form of academic dishonesty will not be tolerated. Should you be caught cheating or plagiarizing the work of another I will follow the procedures as outlined in the handbook.

“The classroom should be considered a place of business - academic business. Distracting behavior such as uninvited casual talk among students, use of cell phones and beepers, sleeping, or inappropriate behavior toward fellow students or faculty will not be tolerated any more than they would be in a business setting. Faculty have the right and the responsibility to maintain a classroom free of such distractions. Students who persist in such behavior may be asked to leave the class and may be counted absent for the session. Persistent disruptive behavior may result in the faculty member’s withdrawing the student from the course.” HCOB Professional Behavior Guidelines

Academic Honesty:

In an academic community, honesty and integrity must prevail if the work done and the honors awarded are to receive their respect. The erosion of honesty is the academic community’s ultimate loss. The responsibility for the practice and preservation of honesty must be equally assumed by all of its members. Any type of dishonesty in securing those credentials therefore invites serious sanctions, up to and including, a WF in the course, and expulsion from the institution. Examples of dishonesty include actual or attempted cheating, plagiarism, or knowingly furnishing false information to any university employee. Please reference the *Academic Honesty Section in ASU Catalog* for further details and specific definitions of cheating and plagiarism.

“Unethical behavior of students in any form is not acceptable and will not be tolerated in the College of Business Administration. Academic dishonesty (see definitions on the next page) - cheating on exams, plagiarism of the work of others, unapproved collaboration on graded work, and the like - will be dealt with immediately and with clear consequences. Depending on the nature and severity of the problem, a student who is guilty of any such violation may be: 1) withdrawn from the course with a grade of WF (counted as an F in the GPA); 2) given a grade of zero on the assignment; 3) given a grade of F in the course; or 4) otherwise penalized, at the discretion of the faculty member. Two occurrences of a WF grade for academic dishonesty will result in a student’s being expelled from the University, per current University policy as described in the University Catalog.” HCOB Professional Behavior Guidelines

Disabilities:

Students with disabilities must contact Ms. Angie Kitchens in the Office of Testing and Disability Services (706-737-1469) **before** the start of the semester. If you require special accommodation, her office will send a classroom accommodation form to affected faculty. Should you require special accommodations, please contact me **at the beginning** of the semester to determine how they will be implemented. Please reference the *Testing and Disability Section in ASU Catalog* for further details.

URL’s of Interest:

ASU Catalog http://www.aug.edu/faculty_secretary/catalog/2009/FINAL_2009_2010.pdf