

CIS 5611: CLIENT-SIDE INTERNET RESOURCES

Section 1

SYLLABUS

Course description:

The purpose of this course is to extend the student's knowledge in developing client-based, multi-platform, dynamic web content in support of strong web design. A variety of tools will be considered and additional emphasis will be placed upon web design philosophy. We will cover these topics, also addressed in CIS 5610, in greater depth.

Course objectives:

Upon completion of this course the student will be able to:

- 1) implement content in a dynamic format using DHTML and CSS
- 2) use XML and DTD to create a well-formed document
- 3) transform an XML document into a web page
- 4) implement an web-based information solution for wireless devices
- 5) apply current usability philosophy to web interface design
- 6) use DreamWeaver to create a web site
- 7) enhance a web site using graphical (Flash) content presentation

RESOURCES

Instructor: Sam Ramanujan, Ph.D.
Office hours: F 9:30 -1:30 (WBG), M 5:30-6:00 (CSC), S 10:30–11:00 (CSC) and by appointment
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Required Text:

Internet and the World Wide Web: How to Program by Harvey Deitel, Paul Deitel and T. R. Nieto.(latest edition preferred)

The library has this book at:

<http://proquestcombo.safaribooksonline.com.cyrano.ucmo.edu:2048/9780136085645>

Designing Web Usability by Jakob Nielsen (ISBN 1-56205-810-X)

AJAX book TBA

Optional Text:

XML Book by Deitel et. al.

5611 Web Page:

Blackboard

EXPECTATIONS

Course Requirements:

1. You are responsible for reading each chapter and preparing assignments given by the instructor. All assignments are due on the date specified by the instructor.
2. Class presentations are required and are expected to be supported with appropriate visual aids. PowerPoint is available in the lab.
3. All writing assignments must be typed unless otherwise specified by the instructor. The computer lab is available for word processing and students are encouraged to use the microcomputers.

Attendance:

This class is important. You are expected to attend class and participate in class discussions and make presentations. There tends to be a strong correlation between class attendance and final grades. Obtaining notes missed because of a class absence is your responsibility. It is a good idea to obtain a classmate's phone number for this purpose.

Being late for class is not fashionable. It disrupts the class activities. Each individual is expected to arrange to arrive in class on time.

If you decide to stop attending, then drop the course. If the course is not dropped, a course grade will be assigned based upon the number of points obtained.

Honesty:

University policy deals severely with students caught cheating, copying papers or programs, or participating in dishonest behavior. On individual assignments it is all right to discuss **conceptual** aspects of the projects with other people; however, do not key your assignment from someone else's work, do not allow someone key your assignment, do not allow anyone to dictate keystrokes to you, and do not copy another person's project files onto your diskette. All individual written work is to be unique to you.

Plagiarism is a form of cheating. It is claiming a thought or idea as your own when it actually was set forth by someone else. In a paper or presentation, it is assumed that all information

originated with you unless you state otherwise. If ideas or thoughts originate with another person, cite that source in your papers and presentations. Do not present another person's work as your own.

Do not use reference material during an examination unless provided by the instructor.

If a student is suspected of dishonesty, a meeting with the instructor will be scheduled. Responses to such an offense may include a zero on the assignment or test, a grade of "F" in the course, or recommendation for removal from the degree program. All instances of dishonesty will be reported to the Vice President for Student Affairs. For more information see page 123 of the University Calendar/Handbook.

Property Rights:

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All software used in the course is licensed to Central Missouri State University. It is a violation of the copyright to make personal copies of the software.

All software and systems are available for educational use. You are not to use the software or hardware for personal or corporate gain.

All lab equipment and software is owned or licensed by the university. Tampering with the equipment or software will result in an automatic grade of "F" in the course and a report submitted to the Vice President for Student Affairs.

Lab Policies:

Students in this course agree to abide by any and all lab policies written here, posted in the Internet Development Lab, stated in class, or otherwise communicated. Failure to comply will result in disciplinary action including an automatic grade of "F."

Access to the lab will be by code or key. You are to keep the code or key confidential. You are not to give the code or key to anyone else, nor allow others access to the lab.

Students may store **CLASS RELATED** files in specified areas of the lab hard drives. All files must be stored in a subdirectory named with the student's last name, e.g., FRED. You are not to access files in other student's subdirectories. All files stored in the student subdirectories are considered scratch files and may be **removed without any notification**.

Do not load any additional applications or other software on any workstation without PRIOR instructor approval. Do not delete or change any applications installed on the workstations. Do not change settings on the workstations. All problems with lab equipment and software should immediately be reported to the instructor.

ACTIVITIES AND ASSESMENT

Individual Projects:

1. Two descriptive examinations will be completed.
2. You will complete a series of DreamWeaver tutorials.
3. You will complete a series of tutorials on Flash.
4. You will research design topics from the Usability text and compare them to outside sources.
5. You may create a mock web site which exhibits your use of Flash or Fireworks with DreamWeaver. This is an optional bonus activity. Scope of the site must be significant and approved by the instructor.

Group Project

1. Your group will design a major web solution using DHTML, XML, WAP and TBA. Each project will be presented to the class.

Components of the Final Grade:

Grading scale:

<u>Component</u>	<u>Grade</u>	<u>Final Percentage</u>
Exams (10/18; final exam week)	100	A 90% to 100%
Flash Tutorial (10/22)	25	B 80% to 89%
Usability Experiment research Q's and evidence (10/8)	25	C 70% to 79%
Experiment coding and data coll.(11/3)	50	D 60% to 69%
Project(AJAX,etc.)(group 2)/paper(individual)	<u>100</u>	F 0 to 59%
Total Possible	400	
Bonus assignment	?	

Late Assignment Policy:

Assignments are due at the beginning of the period. Late assignments are not accepted.

Individual quizzes may not be made up without an excused absence. Quizzes and assignments may be made-up in the case of an extreme emergency (as deemed by the instructor) or a university excused absence. In either case the instructor must be notified before class, a Exception Request Form must be completed, and support documentation must be provided.

Group projects and assignments will be done by groups. All group members will receive the group's grade on group assignments. An exception will be made when a group member is making no contribution to the group assignment. After a meeting between the instructor and group members, the non-contributor may receive a zero for group work; however, it is the responsibility of the group to initiate this process well before the project due date. Variances in individual contributions to the group will be assessed with a group participation grade