

# CIS 4004 – Web Based Information Technology

## Spring 2014 - Syllabus

**Course Prerequisites:** CNT 3004 and COP 3330

**Class Meets:** Tuesday and Thursday from 3:00 – 4:15 pm in CB2 105

**Instructor:** Dr. Mark Llewellyn

**Office:** HEC 236

**Office Hours:** Monday & Wednesday 1:30 – 3:00 pm  
Tuesday & Thursday 10:30am – 12:30 pm

**Phone:** 407-823-2790 (voice mail available)

**E-mail:** [markl@cs.ucf.edu](mailto:markl@cs.ucf.edu)

**Course Web Site:** [www.cs.ucf.edu/courses/cis4004/spr2014](http://www.cs.ucf.edu/courses/cis4004/spr2014)

### Course Objective:

This course will expose you to the world of web-based information technology including markup languages, client-side and server-side scripting languages, digital libraries, media formats, compression techniques, streaming media, mobile Internet and WML (wireless markup language). We'll also examine emerging technologies and capacity planning techniques for web services.

**Texts:** The following text is recommended for the course:

*Internet and World Wide Web – How to Program, 5e*, Deitel, Pearson Education.  
ISBN-13: 978-0-13-215100-9

### Grading:

This will be a project-based course and the course grade will be determined by your performance on the various projects that will be assigned throughout the semester. Anticipate between 6-8 projects covering the various topics we will discuss during the lectures. Some of the projects will be smaller and simpler in nature than others and as such the length of time devoted to each project will vary somewhat. Each project will include a detailed description of what you need to accomplish as well as the due date for the project. You will submit your projects via WebCourses.

Projects are individual projects, which means that the work you submit must be your own. However, I encourage you to discuss the projects with your classmates and to ask for and provide assistance to each other, just be sure that the work you submit is your work and not that of a classmate (or anyone else for that matter).

The projects will give you experience in dealing with a number of different issues that arise in the world of web based information technology. Taken as a whole they will provide you with a valuable learning experience in a "real-world" setting. Failure to provide a submission for any project will result in the lowering of your final grade by one letter grade. For example, if you have an 83% average for the course, but failed to submit project 3, you will receive a C for the course.

EXAMS: Depending on the performance of the class as a whole on the early projects there may be a mid-term exam. Depending on the performance of the class as a whole on later projects there may be a final exam. If either or both of these exams occur, they will each count as a project. We will discuss this policy in class in more detail.

Projects 5-8 total – 100%

Final Exam Period (Thursday April 24<sup>th</sup> 1:00 – 3:50 pm)

Grading Scale:

Plus/minus grading will not be used in this course.

90-100 = A, 80-89 = B, 70-79 = C, 60-69 = D, <60 = F

### Some Important Dates:

No class: Tuesday March 4<sup>th</sup>, Thursday March 6<sup>th</sup> – Spring Break Week

Last Day to Withdraw: Tuesday March October 28<sup>th</sup>

Final Exam: Thursday April 24<sup>th</sup> from 1:00 – 3:50 pm

### Some Of The Topics To Be Covered:

1. HTML5 – Writing syntactically and semantically correct markup. ARIA landmark roles for accessibility also covered.
2. CSS3 – both styling and positional aspects covered in depth.
3. Document Object Model – making web pages dynamic.
4. JavaScript – a client-side scripting language used to manipulate the DOM.
5. AJAX (Asynchronous JavaScript and XML)
6. jQuery

This is a general list of topics only and is subject to the needs of the class. It will be altered without notice, but will generally follow the same progression. At the end of each class I will tell you what we will be discussing during the next class period.

### Project Submissions:

We will be using Canvas for all project submissions. Projects must be turned in through Canvas on the assigned day for full credit. There will be a 10% penalty for projects submitted no later than 24 hours past the due date and time. There will be a 25% penalty for projects submitted more than 24 hours past the due date and time but less than 48 hours past the due date and time. **No projects will be accepted more than 48 hours past the due date and time.**

**Academic Integrity:** Plagiarism and cheating of any kind on an examination or project will not be tolerated. It may result in an “F” for that assignment (and can, depending on the severity of the case, lead to an “F” for the entire course). The violation may be subject to appropriate referral to the Office of Student Conduct for further action. Please refer to The

Golden Rule (<http://www.goldenrule.sdes.ucf.edu/>) of the University of Central Florida's Student Handbook for further information.

**Lab Times:**

There are no regularly scheduled labs for this course. The TA for the course (see below) will have office hours to answer any programming related questions that you may have and to assist you with the programming of your course assignments. We may also schedule some more formalized group help sessions for some of the programming assignments.

**TA Information:**

The TA for the course is TBA.