IS40B - Advanced Web Development

Fall 2023 Short Term
October 9, 2023 – Dec 8, 2023

Course Information

- This course is Information Systems 40B Section #57810 Advanced Web Development.
- This class is fully online using Canvas

Instructor Information

The Instructor is Naun Garcia.

Please use the Canvas Inbox tool to communicate with the Instructor.

In addition, you can e-mail him at naun.garcia@reedleycollege.edu

In order to meet with the Instructor, use the Canvas Inbox or e-mail to communicate with him.Office Hours will be posted on the Canvas announcements page.

Textbook and Required Materials

- No textbook is required for this class.
- You will need reliable internet access.
- You will need to purchase Student Domain and Web Hosting $20 – (you will receive more info on how to obtain your discounted hosting and domain name in week 3) If you took IS40A last semester your web hosting package should still be active and you can continue to use the same one. No need to purchase a new one.
- You will need a reliable computer. A tablet or a phone will not work when trying to complete the projects in this class. (You will need to download software to your computer/laptop that is not available to tablets or phones)

Course Description

This course is a continuation of IS40A, it will provide an overview and hands on practice of common design and programming languages such as HTML, CSS, JavaScript and PHP. Topics include web development process, responsive layouts and design, web servers, domain names and databases. Web Development requires a great deal of attention to detail and critical thinking skills to succeed, therefore much in this course will require you to demonstrate attention to detail and the ability to read and understand instructions.

Course Student Learning Objectives

- Demonstrate how to create tables and CSS layouts to facilitate web content.

- Demonstrate how to use JavaScript for interactivity and form validation.
- Recognize the functional elements of images and image format delivery using a web framework.
- Practice making dynamic forms and web pages that utilize JavaScript.
- Practice making interactive forms for email submission and delivery.
- Learn how to develop a mobile compliant web page utilizing a web framework.
- Develop an understanding of database driven web application development.

Course Student Learning Outcomes

- Create a multiple page web site
- Create a web page using tables for content formatting
- Prepare different types of image format for web delivery
- Prepare code that targets browser windows with hyper links when creating HTML pages
- Create a dynamic web page form that utilizes JavaScript
- Create an interactive form for email submission

Learning Methods

- Required reading from presentations and documents found on Canvas
- Videos
- Canvas Assignments
- Hands-on projects (lab work)
- Exams

Course Policies

Communication Policy

Excellent communication is going to be key to your success in this class. Communication is highly encouraged, please do not hesitate to contact me regarding any questions or issues you may have. I am available from 10 AM to 6PM, Monday to Friday. The Canvas Inbox tool is my preferred method of communication. For more urgent matters you can e-mail me at **naun.garcia@reedleycollege.edu**. If you do not get a reply from me within 24 hours, assume I did not receive your email and resend your message. Please be as elaborate as possible when asking a questions. "I need help on Assignment 3 " does not give me much to work with. I teach multiple classes, so please include your Class and Section number in the subject line of your message.

Attendance / Drop Policy

You will be dropped from the class if you haven't completed the 1st week's assignments, even if you logged into Canvas during the first 2 weeks. You will also be dropped if you haven't submitted work for 2 weeks in a row or if you have not logged into Canvas for two weeks.

Please review these semesters drop date schedule at the following link

https://www.reedleycollege.edu/academics/academic-calendar.htmlLinks to an external site.

It's each student's responsibility to drop the class if they are no longer attending or no longer interested, otherwise, they risk obtaining a grade of "F" in the class.

Late Work Policy

No late work will be accepted under any circumstances. If you face a technical issue uploading your assignment, please contact me prior to the due date or email me the assignment directly.

You will have work due on the first week of class on Friday by 11:59 pm and every Friday after that. Friday is over at 11:59pm.

Readings, Assignments, Hands-on Projects, and Exams

Students are required to complete assignments, hands-on projects, and exams on their own. In other words, you may not collaborate with fellow students and turn in the same project. Each student needs to work on his or her own computer. Many students have been caught cheating because they don't follow the rules.

All examinations must be completed individually. Collaborative work will not be allowed during examinations. The use of books, notes, cell phones, and other electronic devices will not be allowed during examinations, unless specifically stated by the instructor prior to the examination. Make-up examinations, assignments, and hands-on projects are only granted with advanced notification.

Late work will not be accepted. If a student fails to submit an assignment or project on the day that it is due then the student will lose points for that project. No excuses will be accepted.

The mottos for this class are: No late work accepted! Absolutely no excuses will be accepted! Don't procrastinate!

Accommodations

If you have a verified need for an academic accommodation or materials in alternate media (i.e. Braille, large print, electronic text, etc...) per the Americans with Disabilities Act or Section 504 of the Rehabilitation Act, please contact the instructor as soon as possible.

Cheating

Cheating is the act or attempted act of taking an examination or performing an assigned, evaluated task in a fraudulent or deceptive manner such as having improper access to answers, in an attempt to gain an unearned academic advantage. Cheating may include, but is not limited to, copying from another's work, supplying one's work to another, giving or receiving copies of examinations without an instructor's permission, using or displaying notes or devices inappropriate to the conditions of the examination, allowing someone other than the officially enrolled student to represent the student, or failing to disclose research results completely.

You may not collaborate with fellow students and turn in the same project. Each student needs to work on his or her own computer. Many students have been caught cheating because they don't follow the rules.

Incidents of cheating may result in any of a variety of sanctions and penalties, which may range from a failing grade on a particular examination, assignment, or hands-on project in question to a failing grade in the course, at the discretion of the instructor and depending on the severity and frequency of the incidents.

Course Summary
Our Canvas LMS will provide you with a detailed calendar of assignments and due dates below.