COMP 4610 GUI PROGRAMMING I
Fall 2016
Course Syllabus

UMass Lowell
Department of Computer Science

Class Location: Olsen Hall 109 (North Campus)
Meeting Time: Tuesday and Thursday 2:00PM - 3:15PM
Professor: Wenjin Zhou, Ph.D.
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Office: Olsen 223
Office Hours: Tu/Th 3:15PM – 4:00PM or by appointment

Course Description

This is a first course in the design and implementation of graphical user interfaces (GUIs) for web-based environments. The course requires the completion of several client-side programming projects that are evaluated on design and layout of the user interface, coding style, and comprehensiveness of documentation. Students learn to create web pages using HTML, CSS, JavaScript, and jQuery. The course may be taken on its own, but is intended to be followed by COMP 4620 to complete a two-course CS project sequence.

Course Prerequisites

- 91.201 Computing III

Accreditation Board Student Outcomes

This course helps students attain the following outcomes mandated by the Accreditation Board for Engineering and Technology (ABET).
  (b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution.
  (c) An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
  (k) An ability to apply design and development principles in the construction of software systems of varying complexity.

Textbook

- **(REQUIRED) CSS: The Missing Manual** (4th Edition), by David Sawyer McFarland, ISBN-10: 1491918055, ISBN-13: 978-1491918050
- **(REQUIRED) JavaScript & jQuery: The Missing Manual** (3rd Edition), by David Sawyer McFarland, ISBN-10: 1449399029, ISBN-13: 978-1449399023
- (OPTIONAL) **Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability** (3rd Edition), by Steve Krug, ISBN-10: 0321965515, ISBN-13: 978-0321965516

Grading
- 10% Class Participation and Exercises
- 90% Homework/Quiz/Exam

The qualitative letter grades characterize the quality of a student's work is listed below, more details is described in Undergraduate Policies:
https://www.uml.edu/Catalog/Undergraduate/Policies/Academic-Policies/Grading-Policies.aspx

A	94-100	4.0	Superior Work: Highest Quality
A-	90-93.99	3.7	High Honors Quality
B+	86-89.99	3.3	High Quality
B	83-85.99	3.0	Basic Honors Quality
B-	80-82.99	2.7	Below Honors Quality
C+	76-79.99	2.3	Above Satisfactory Quality
C	73-75.99	2.0	Satisfactory
C-	70-72.99	1.7	Below Satisfactory Quality
D+	66-69.99	1.3	Above Minimum Passing
D	60-65.99	1.0	Minimum Passing
F	Below 60	0.0	Failed
FX		0.0	Failed due to Academic Misconduct (may not be replaced or deleted)

Important Note: I reserve the right to change this grading system as the course progresses and various circumstances develop.

Course Communication
All course announcements and materials will be made through new Blackboard Face2Face School Pilot Site: https://lowell.umassonline.net - this is a separate site from the online environment that you may have used in the past. During this pilot, face-to-face courses *may* appear in both instances. If you need any help with the Blackboard site, please contact help@uml.edu

This term we will be using Piazza for class discussion. The system is highly catered to getting you help fast and efficiently from classmates, alumni of this course, and myself. Rather than emailing questions to the teaching staff, I encourage you to post your questions on Piazza so that others can benefit. Find our class page at: https://piazza.com/uml/fall2016/comp4610/home

Email is the best way to reach me if you need to talk about something private. It is critical that you always include a subject header on all your email messages to me. In addition, always begin your subject header with our course number [COMP 4610] followed by a few words that clearly identify what your email is about.

Attendance
Attendance is required. This course involves a great deal of discussion, particularly of issues raised by students. The classroom is a dynamic environment, and you must be present to take advantage of this important learning activity. I may take attendance in almost every class. If you come on time you get 2 points. If you come late you get 1 point. If you don't come at all and have not contacted me beforehand to request an excused absence, you get 0 points.

If you must miss a class, you may ask to be excused by contacting me via email **before** that class and explaining the reason for your required absence. However, please note that "I have to work" is not an acceptable reason for absence. If you are registered for this class, it should have the higher priority.

Late Homework
Homework assignments are due at midnight in the evening of their due date. Late homework will be taken off 50% and will not be accepted 48 hours after the original deadline.

In-class Exercises
Many lectures may be followed by in class exercises. They are due at the end of class unless otherwise specified, and do not conform to the late work policy above. No makeup will be given for these exercises.

Exams
No make-up exams will be given unless (1) I am notified prior to the exam's regular administration that you will miss the exam, and (2) an acceptable University-approved excuse is provided promptly.

Disruptions
Please refrain from using your mobile devices (cell phones, tablets, watches, etc.) while the class is in session. If you are found to violate this policy or are otherwise being disruptive to the class, you may be asked to leave. Please be considerate when using your computer.

Collaboration and Academic Integrity Policy
You are welcome to discuss ideas in the class with your peers. However, pair programming or other side-by-side work that involves sharing of code is not allowed. By turning in an assignment, you attest that you have written the new code that it includes. You are also responsible for being familiar with the University's definitions and policies on academic dishonesty.

Plagiarism
Plagiarism will not be tolerated. Any student caught plagiarizing another's work will automatically receive a grade of F for the course. Copying others' code or writing is not allowed. Your coding assignments may be verified as being your own work using Stanford's Measure of Software Similarity (MOSS), as well as inspection by the TAs/graders and course professor. If your code is found to substantively include the work of others, you will receive a grade of zero for that entire assignment. If there is a second offense, you will fail the course.

For the written assignments, you will be given instruction on how to properly cite others' work. Your written assignments may be verified using http://turnitin.com. Citing others' work is a sign of respect for others' contributions, and diligence and confidence on your part. Copying others' words into your own writing—even including rephrasing others' work is considered plagiarism.

If you are unsure as to what constitutes plagiarism, it is your responsibility to check with the instructor. The following actions are all examples of cheating.
- copying another student's work and handing it in as your own

- using anything from the Web without giving proper credit to the original author
- inserting text from a paper found on the Web into your own paper without visibly indicating that the text is a quote and properly citing the source
- allowing another student to copy your work

* This course is based on 91.461 by Prof. Heines. Syllabus partially adapted by Prof. Martin.