CST 428/598 – Web-Client User Interface Programming
Spring 2013

Summary:
Information and content presentation technologies (XHTML/HTML5, CSS, AJAX),
client-server model, mark-up and scripting languages (XML, JavaScript), XML Query
Languages (XPath, XSLT, XQuery), User Centered Design.

Course Details:

**Time:** Tuesday & Thursday 10:30am - 11:45am  
**Location:** Peralta 213  
**Credits:** 3  
**Pre-requisites:** CST 420;

Course Description:
This course will provide a detailed understanding of Web application development, User
Centered Design, and various technologies for information and content presentation.
Students will be exposed Client-side Web development using XHTML/HTML5, CSS,
JavaScript, JSON, XML, and AJAX. Students will also learn XML Schema and XML
query languages such as XSLT.

Instructor:

**Name:** Srividya Bansal  
**Email:** srividya.bansal@asu.edu  
**Office:** Peralta 230G  
**Office Hours:** Tue: 1:30pm-2:30pm; Thu: 1:30 – 2:30pm; and by appointment
on other days.

Grading:

- **Mid-term Test:** 15%  
- **HWs/Programming Assignments:** 45%  
- **Readings/Quizzes:** 10%  
- **Final Project:** 30%
Reference Books:


Weekly Course Schedule (Tentative):

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<tr>
<th>Week #</th>
<th>Lecture Content</th>
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<tbody>
<tr>
<td>Week 1</td>
<td>Introduction to the course (History of Internet &amp; WWW)</td>
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<tr>
<td>Week 2</td>
<td>XHTML/HTML5</td>
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<td>Week 3</td>
<td>User Centered Design - Principles</td>
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<td>Week 4</td>
<td>CSS</td>
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<td>Week 5</td>
<td>JavaScript - Introduction and Control structures</td>
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<td>Week 6</td>
<td>JavaScript - Events</td>
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<td>Week 7</td>
<td>User Centered Design - Methods</td>
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<td>Week 8</td>
<td>XML, XML Schema, XPath</td>
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<td>Week 9</td>
<td>XML Query Languages (XSLT)</td>
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<td>Week 10</td>
<td>Document Object Model (DOM)</td>
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<td>Week 11</td>
<td>JSON &amp; AJAX</td>
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<td>Week 12</td>
<td>JavaScript libraries</td>
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<td>Week 13</td>
<td>Java Web programming (Java Server Faces)</td>
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<tr>
<td>Week 14</td>
<td>Advanced Topics (MVC &amp; Ruby-on-Rails)</td>
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Course Policy:

- Students are expected to participate in the educational process and not be a disruptive element with regard to the learning of others. Safety, self discipline and respect for others are necessary elements in the educational processes employed in this course. All students should be familiar with the Student Code of Conduct, which can be found at http://www.asu.edu/studentlife/judicial/.

- Ample time will be provided to complete homework assignments. The assignments should be turned by the specified deadline. Late programming assignments will not be accepted unless prior arrangements have been made with the instructor. The only legitimate reasons are business or university related travel or illness for more than half the assignment period with appropriate documentation.
• Cell phones must be either set to vibrate, turn the ringer volume off, or turn off the phone completely. Use of computer or cell phone for chat, texting, and personal (non-emergency) calls are not allowed. You will be marked absent from class if found using computers or cell phones for these activities during class.

• It is the student's responsibility to keep a backup of all your assignments and projects.

• Students have the right to appeal a grade in writing. Submit your typed appeal with the graded item, stating the reason for your appeal. All appeals must be turned in no later than one week after the material has been returned in class.

• Any students who need special needs or accommodations in this course are encouraged to communicate these as soon as possible to make appropriate arrangements for these accommodations.

Course Ethics:
Plagiarism or academic dishonesty in any form will not be tolerated. Punishment can include a record on the student's transcripts, an E in the course, and/or dismissal from the department. The following exemptions are valid for this course:
  • You can discuss the homework with other students. **But you are not allowed to copy someone else's code.**
  • You are encouraged to help other students fix their syntax errors.
  • You can discuss the methods and the algorithm with other students. **But do not write the code (share the code) with the other students.**

All the code you submit must be yours. A software tool may be used at times to check for similarities between submitted assignments. In this class, any cases of suspected violations will be turned over to the department who will track violations and determine additional punishment for students and repeat offenders. Punishment can include a record on the student's transcripts, an E in the course, and/or dismissal from the department. ASU's academic integrity policies (http://provost.asu.edu/academicintegrity) and the ASU Student Code of Conduct are provided on ASU's website. If you are not sure if something is really cheating, ask your professor.