



COURSE OUTLINE

CSD223

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Course Code: Title	CSD223: ADVANCED WEB APPLICATIONS
Program Number: Name	2090: COMPUTER PROGRAMMER
Department:	COMPUTER STUDIES
Semester/Term:	18W
Course Description:	The Advanced Web Applications courses uses the content taught in previous courses that delivered the XHTML, as well as the introduction to JavaScript course as a foundation to the every expanding web application technology that fuels everything from personal computing, to corporate applications required to meet the world business needs. This course will focus on two popular areas of web application development: Advanced JavaScript, and JQuery. Students will be collaborating in small groups, as well as polish their presentation skills.
Total Credits:	4
Hours/Week:	4
Total Hours:	60
Prerequisites:	CSD212
Vocational Learning Outcomes (VLO's): Please refer to program web page for a complete listing of program outcomes where applicable.	2090 - COMPUTER PROGRAMMER #2. Develop, test, document, deploy, and maintain secure program code based on specifications. #8. Conform to workplace expectations found in information technology (IT) environments.
Essential Employability Skills (EES):	#1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. #2. Respond to written, spoken, or visual messages in a manner that ensures effective communication. #4. Apply a systematic approach to solve problems. #5. Use a variety of thinking skills to anticipate and solve problems. #6. Locate, select, organize, and document information using appropriate technology and information systems.
Course Evaluation:	Passing Grade: 50%, D
Other Course Evaluation &	The student must pass both the lab and test portions of the course.

Assessment Requirements:

Attendance:

Sault College is committed to student success. There is a direct correlation between academic performance and class attendance, therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session.

Absences due to medical or other unavoidable circumstances should be discussed with the instructor. Students are required to be in class on time and attendance will be taken within the first five minutes of class. A missed class will result in a penalty in your marks unless you have discussed your absence with the professor as described above. The penalty depends on course hours and will be applied as follows:

Course Hours Deduction

5 hrs/week (75 hrs) 1% / hr
4 hrs/week (60 hrs) 1.5% /hr
3 hrs/week (45 hrs) 2% /hr
2 hrs/week (30 hrs) 3%/hr

Absentee reports will be discussed with each student during regular meetings with Faculty Advisors. Final penalties will be reviewed by the professor and will be at the discretion of the professor.

Grade

Definition Grade Point Equivalent

A+ 90 - 100% 4.00
A 80 - 89%
B 70 - 79% 3.00
C 60 - 69% 2.00
D 50 - 59% 1.00
F (Fail) 49% and below 0.00

CR (Credit) Credit for diploma requirements has been awarded.

S Satisfactory achievement in field /clinical placement or non-graded subject area.

U Unsatisfactory achievement in field/clinical placement or non-graded subject area.

X A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course.

NR Grade not reported to Registrar's office.

W Student has withdrawn from the course without academic penalty.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Labs	40%
Tests	60%

Course Outcomes and Learning Objectives:

Course Outcome 1.

Review validating form data with Javascript

Learning Objectives 1.

- Study form elements and objects
- Use JavaScript to manipulate and validate form elements
- Learn how to submit and reset forms

- Learn how to validate submitted form data

Course Outcome 2.

Using Object Oriented JavaScript

Learning Objectives 2.

- Study object-oriented programming
- Learn about the built-in JavaScript objects
- Work with the Date, Number, and Math objects
- Define custom JavaScript objects

Course Outcome 3.

Managing State and Information Security

Learning Objectives 3.

- Learn about state information
- Save state information with hidden form fields, query strings, and cookies
- Learn about security issues

Course Outcome 4.

Introduction to the Document Object Model (DOM)

Learning Objectives 4.

- Learn about dynamic Web pages
- Study the Document Object Model (DOM)
- Work with the Image object
- Create animation with the Image object
- Learn how to cache images

Course Outcome 5.

Creating Dynamic HTML (DHTML)

Learning Objectives 5.

- Use JavaScript to modify CSS styles
- Work with CSS positioning
- Create DHTML menus

Course Outcome 6.

Using JQuery

Learning Objectives 6.

- Select elements using jQuery syntax
- Use built-in jQuery functions

Date:

Monday, December 18, 2017

Please refer to the course outline addendum on the Learning Management System for further information.