## ITP 204: Fundamentals of Web Development

Course Details: Fundamentals of Web Development

*Generic (pre-semester) iteration* 

4 Units

**Lecture / Labs:** See schedule of classes

**Instructor:** Patrick Dent

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**Office Hours:** TBA

(Please make appointment when possible)

Grader: TBA

**Description:** This course is intended to teach the basic programming tools and

development techniques need to create interactive Web objects and

pages. The class will stress programming and scripting

fundamentals, how to use a visual studio (Dreamweaver) to create

programmed interactivity and animation, how to hand-code scripting, and will provide an introduction to scripting in a

multimedia language (Flash).

**Skills:** Fundamentals of scripting and object-oriented programming,

Javascript, Style Sheets, Dynamic HTML and Layers, beginning

Flash.

**Prerequisites:** ITP104 or JOUR412 or working (intermediate) knowledge of

HTML and Web publishing.

### **Requirements:** Students are expected to:

- Attend and participate in lecture discussions and critiques
- Attend and complete weekly lab quizzes, assignments and projects
- Manage and complete individual class projects

Students are responsible for completing assignments and projects by stated deadlines. Most assignments will be uploaded by students to their USC Web space and posted in a itp413 directory.

# Academic Integrity:

Student should be aware of the universities policies regarding student conduct, and in particular issues related to academic integrity:

http://www.usc.edu/dept/publications/SCAMPUS/governance/gov03.html http://www.usc.edu/dept/publications/SCAMPUS/governance/gov05.html

#### **Grading:**

Grading will be based on lecture attendance and participation, completed assignments and projects, midterm grades, and a final individual project.

Final grades will be determined as follows:

Quizzes, Assignments and Projects:	30%
Class Participation. Attendance and Lab Exercises:	15%
Midterm Examination:	<b>20%</b>
Individual Final Project:	35%

#### **Projects:**

It is the responsibility of the student to make sure projects and assignment are turned in on time. Make sure you follow the procedures outlined in each assignment or project.

Late projects will be credited for HALF of the total points. No projects will be accepted later than one week from the due date.

#### **Texts:**

(Subject to change)

*Javascript Bible*, 6<sup>th</sup> Edition, Danny Goodman, Hungry Minds, 2007.

**Dreamweaver CS3 Hands on Training**, Garrick Chow, Peachpit Press, 2007. (optional)

# **Course Overview:**

Week 1	D D	Course introduction and overview Introduction to scripting languages Object-oriented programming basics Introduction to Dreamweaver Implementing Javascript in Dreamweaver
Week 2	CSS D	Review of CSS styles, stylesheets and properties Introduction to 'Dynamic HTML' and Layers
Week 3	D D JS JS	Synchronization of Events and "Timelines" Miscellaneous DW tips, tricks and wizards Introduction to Javascript syntax and the DOM Variables, Expressions, Operators
Week 4	JS JS	Conditional Logic, Loops Arrays
Week 5	JS JS JS	Dynamic Documents Data Validation functions Regular Expressions
Week 6	JS JS JS, D JS JS	Window and document objects Frames and loading dynamic documents Scripting DHTML through Javascript Cross-browser DHTML Basic DHTML manipulation and interactivity
Week 7	JS JS JS JS JS	Dynamic page elements using layers and JS DHTML animation JS Review and wrap-up IE Filters and Transitions Cookies Game Development
Week 8		JS Examination Flash labs
Week 9	F F F	Flash basics review Movie clips, buttons and actions Variables and loops
Week 10	F	Detecting and creating user interactions Scripting movieclip and text objects

Week 11	$F \ F$	Interacting with (Javascript)Web pages App Development
Week 12		Special Topics (TBA)
Week 13		Individual Student Conferences
Week 14		Authoring Podcasts, RSS and Intro to XML Special Topics (TBA)
Week 15	JS	Javascript Group Project Presentations Beyond JS to other Web languages
		Final Projects due on Friday by 6 p.m.
		Student presentations of final projects