

The Art Institute of Pittsburgh

Course Syllabus

Course Information

Course Title: Introduction to Programming
Course Code: IMD312
Course Prerequisite: CPU101
Course Length: 11 Weeks
Contact Hours: 44 Hours
Credit Value: 3.0 Credits
Quarter/Year: Fall 2008
Section: A
Meeting Time/Day: Tuesday, 6:00 – 9:35 PM
Room: AIP Room 633

Instructor Contact Information

Name: William J. Moner
Office: AIP Main Building, Room 636
Office Hours: Friday, 10 AM – Noon or
availability by appointment
Phone: (412) 291-6200 x7135
Email: wjmoner@aii.edu
Web Site: <http://www.williamjmoner.com>

Course Description:

This course introduces programming structures and techniques. The language presented will be JavaScript, but the topics learned flow to other programming languages. This course will cover object oriented topics and approaches, JavaScript data types, variables, flow and decision control, object construction and use, application and creation, and threading and animation.

Course Competencies:

Upon successful completion of the course, the student should be able to:

- Demonstrate an understanding of data types and variables
- Use standard and custom classes and objects
- Produce and present logical standard structured code
- Create threaded applications and applets
- Create programs that respond to user events

Students with Disabilities:

It is a policy of The Art Institute of Pittsburgh to not discriminate against qualified students with documented disabilities in its educational programs. If you have a disability-related need for modifications in this class, contact your instructor and a school counselor (located in the Student Services Office, 1st floor). Instructors should be notified during the first week of classes. You may refer to the Nondiscrimination Policy on the Enrollment Agreement Form for the complete AIP policy.

Attendance Policy:

The student who accumulates five (5) hours of absenteeism in a class during an academic quarter may be placed on Academic Probation. A student who accumulates ten (10) hours of absenteeism in a course will receive an F for that course.

Student Conduct Policy:

The Art Institute of Pittsburgh expects its students and employees to conduct themselves in a professional manner at all times. In addition, the Art Institute has a strict policy, which disallows sexual harassment of either students or employees. All students or employees are encouraged to report any professional or sexual misconduct to the Vice President/Director of Student Services.

Grading Scale:

A	100 to 92
A-	91.9 to 90
B+	89.9 to 88
B	87.9 to 82
B-	81.9 to 80
C+	79.9 to 78
C	77.9 to 72
C-	71.9 to 70
D+	69.9 to 67
D	66.9 to 60
F	59.9 and below.

Method of Assessment:

Assignments	40%
Quizzes	30%
Final Exam	20%
Attendance	10%

Textbook (Recommended):

*** Javascript Step by Step**
Steve Suehring
Microsoft Press
February, 2008
ISBN: 978-0735624498

**Beginning JavaScript
3rd Edition**
Paul Wilton, Jeremy McPeak
Wrox; Wiley Publishing, 2007
ISBN: 978-0470051511

DOM Scripting
Jeremy Keith
Friends of Ed Publishing
ISBN: 978-1590595336

Online Resources

<http://developer.mozilla.org/en/JavaScript>

Materials and Supplies:

Computer lab & Internet access
* **Firefox Web Browser (preferred) with Firebug Enabled**
Text editor
Portable storage media (USB/Firewire Drive Preferred)
Pencil/pen
Notebook/sketch pad/folder/binder

Classroom Policies

Attendance and Participation

The AIP attendance policy (5 hours missed = probation; 10 hours missed = suspension) will be strictly enforced. Exceptions to this policy are granted at the discretion of the instructor and require written documentation.

If you know you will be absent, email me at wjmoner@aii.edu and check my web site, <http://www.williamjmoner.com>, for course notes and assignments.

Regardless of the reason for your absence, you are responsible for obtaining lecture notes and submitting your course work on-time.

Food and Drink

AIP policy states that food and drink are not permitted in the computer labs. Please do not bring food into the labs, and drinks should have a secure lid to prevent spillage.

Late Work Policy

All assignments are due at the beginning of the class period unless otherwise specified. An assignment is **late** if it is not submitted during the designated collection time.

If your project or assignment is late, it will be penalized as follows:

Individual projects: Late work submitted on the calendar date of the assignment is worth 90% of the possible grade. If your assignment is submitted after 11:59 PM on the assignment due date, maximum credit will drop to 75% of the possible grade. Late work can be submitted at 75% credit until the beginning of the next class period.

Late work will not be accepted for credit after one week.

Group projects and final projects: Late work will **not** be accepted for credit under any circumstance.

You may email me late assignments (digital files only) or make arrangements to deliver the assignments to me (print/CD/other media).

Plagiarism

Plagiarism of any kind will result in an automatic failure for the class and is subject to disciplinary action at the discretion of the instructor.

Plagiarism is a serious crime. According to the Merriam-Webster Online Dictionary, to plagiarize means:

1. to steal and pass off (the ideas or words of another) as one's own.
2. to use (another's production) without crediting the source.
3. to commit literary theft.
4. to present as new and original an idea or product derived from an existing source.

The burden of proof is on the student, not the instructor, and students may be asked to prove the originality of any work submitted. The AIP Student Handbook includes specific consequences regarding violation of the Student Conduct Policy and may include:

1. assignment failure
2. class failure
3. expulsion

Quizzes and Exams

Any communication, verbal or non-verbal, during a quiz or exam will result in a 0% on the quiz or exam for **both** parties. Any instance of cheating is subject to further disciplinary action and may result in failure for the course.

Tutoring and Resources

The Art Institute of Pittsburgh Library contains numerous resources dedicated to student success. If you require peer tutoring at any point throughout the term, the library (located on the 3rd Floor) will be able to assist you. More details about the AIP library can be located at <http://www.aiplib.aiiresources.com/>

Use of Technology

Use of any and all technology in this classroom is reserved for class-related use only.

- Mobile phones must be placed in silent or vibrate mode during class. If you need to place/receive a phone call, kindly excuse yourself from the room prior to conducting the call.
- Use of portable audio, video, or gaming devices during class is prohibited.
- Working on other projects, listening to music, web surfing, email, Instant Messaging, gaming, or any other use of classroom technology not related to the coursework is prohibited.
- All students are expected to conduct themselves in a professional manner. Please be respectful of the computer equipment, your classmates, your instructor, the physical facilities, and other technology within the classroom.
- If your work requires audio, please use headphones and maintain a low volume that does not disturb other students.

IMD312 Weekly Course Outline

Wk.	Topic	Homework/ Quiz Due
1	Introduction to Course Course Expectations & Syllabus Introduction to Programming Flowcharts and Pseudocode	-
2	Introduction to JavaScript; JavaScript Variables and Data; JavaScript Operators and Expressions	Flowchart Assignment Due
3	JavaScript Conditionals and Loops	Quiz 1 + Previous Lab
4	JavaScript Functions	Previous Lab
5	Object-Oriented Programming; Objects in JavaScript	Quiz 2 + Previous Lab
6	BOM & DOM	Previous Lab
7	DOM; Image Manipulations	Quiz 3 + Previous Lab
8	JavaScript and Forms; JavaScript Libraries	Previous Lab
9	JavaScript and CSS; Widgets	Quiz 4 + Previous Lab
10	JavaScript Error Handling & Advanced Concepts	Previous Lab
11	Final Exam	Final Exam + Previous Lab

*** Syllabus is subject to change as the course progresses**

Grading Rubric – Assignments

	4	3	2	1
Syntax	Excellent syntax	Good syntax	Fair syntax	Poor syntax
Functionality	Full functionality with advanced style and application	Full functionality with no advanced concepts evident	Functionality with some mistakes and/or awkward application	Barely functional with little command of the language
Spelling and Grammar	Perfect spelling and grammar	Minor spelling or grammatical errors	Numerous spelling and grammatical errors	Prevalent spelling and grammatical errors
Requirements	Met or exceeded all published requirements	Met most published requirements	Met major requirements; omitted minor requirements	Omitted many major requirements
Creativity and Problem Solving	Creatively solved problems within the assignment	Met the challenge of the assignment but showed no additional creativity in the solution	Solution acquired, but with limitations	Solution not found, but significant effort is evidenced in the assignment's outcome
Timeliness	On time	Late (within calendar day)	Late (after one day)	n/a
Class Participation	Active participation and attentiveness	Attentiveness and frequent participation	Attentiveness and occasional participation	Lack of participation; distracted, inattentive
