CSCE 3420 Internet Programming

Course Syllabus

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learn.unt.edu The class materials are available on Blackboard
Textbook: Lecture Notes, Slides, and Online Resources

Topics

This course covers Internet programming in depth, including client-server, peer-to-peer, and web applications. The primary goal is to help students understand the principles of how distributed applications are built, while also giving them practical experience in creating common Internet applications.

Prerequisites: CSCE 2110 (or equivalent). This pre-requisite is enforced.

Course Outcomes:

- Students will demonstrate knowledge of Internet structure and basic protocols.
- Students will demonstrate knowledge of and proficiency in basic techniques for web-based design
- Students will demonstrate knowledge of programming techniques for a web application
- Students will demonstrate knowledge of collecting and processing information obtained through an Internet application
- Students will be able to develop a form containing several fields and be able to process the data provided on the form by a user in a PHP-based script

Evaluation

Homework: There will be regular homework. Homework is to be completed individually unless specified otherwise and submitted to Blackboard.

Exams (Project): There will be a midterm and a final exam. The final exam is comprehensive.

No late homework, projects, exams, quizzes or assignments of any kind are accepted. No exceptions.

Approximate Course Grading (subject to change)

Midterm	20%
Homework / Quizzes	60%
Final	20%

The final course grade will be based on the following scale:

90 – 100 **A** 80 – 89 **B** 70 – 79 **C** 60 – 69 **D** Below 60 **F**

Tentative Lecture Schedule (This will be compressed for the summer)

Week	Topics
1	Introduction and Tools
2	Internet / Command Line
3	Git
4	HTML and CSS
5	Javascript / jQuery
6	Data Serialization / Databases
7	Midterm
8	PHP / Wordpress
9	Python
10	Python
11	Ruby
12	Ruby on Rails
13	Go
14	Go Part 2
15	Final Exam

Course Policies

- The Department of Computer Science cheating policy will be followed. Any student caught cheating will receive an automatic F for the course and further disciplinary action may be taken. This will include those who violate the rules, as well as those who permit such actions.
- Students are expected to do their own work on homework/programming assignments. I encourage everyone in the class to discuss the assignments. However, any work/code turned in must be your own.
- All exams including the final will be given only once. If one regular exam is missed WITH AN EXCUSED ABSENCE, the comprehensive final will replace this grade. Only one regular exam grade can be replaced in this way. If more than one regular exam is missed, the second missed exam will be given a grade of 0. The final exam must be taken or a 0 will be given for the final exam.
- Homework assignments must be turned in on time for full credit (on the due date). No assignments may be turned in late.

Americans with Disabilities Act

The Computer Science Department cooperates with the Office of Disability Accommodation to make reasonable accommodations for qualified students (cf. Americans with Disabilities Act and Section 504, Rehabilitation Act) with disabilities. If you have not registered with ODA, we encourage you to do so. If you have a disability for which you require accommodation please discuss your needs with the instructor or submit a written Accommodation Request on or before the fourth class day.