



Course ITSS 4312.501
Course Title Mobile Web Application Development
Instructor Dr. Lidong Wu
Term Fall 2024
Meetings Tuesday 7:00pm - 9:45pm @ JSOM 2.904

Contact Information

Instructor Dr. Lidong Wu
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Office Location JSOM 3.810
Office hours Th 10:15 AM - 12:15 PM
TA Prajwal Prahllad Rao Kulkarni (prajwalprahlladrao.kulkarni@utdallas.edu)
**Note: The TA is your first contact for questions regarding Assignments/Grades.*

General Course Information

<i>Course Modality</i>	Face-to-Face
<i>Required Device</i>	Computer. A Windows or iOS computer Mobile Device. A smartphone or a tablet
<i>Materials</i>	No required Textbook. Resources will be posted on eLearning.
<i>Pre-requisites</i>	ITSS 3312 Object-Oriented Programming
<i>Course Description</i>	This is a programming course, but friendly for beginners. Experience with programming and database knowledge is helpful. This course covers the basics of mobile web application development using a combination of CSS, HTML5, JavaScript, and Python. Emphasis is given to the hands-on application of course material through development of a web application prototype under conditions simulating a business environment.
<i>Learning Outcomes</i>	<ol style="list-style-type: none">1. Identify the differences between mobile web and native mobile applications2. Understand and apply HTML web page elements and CSS to format web page elements3. Learn how to use CSS to create attractive user interfaces for mobile apps4. Learn how to use the libraries of JavaScript in developing mobile web applications5. Develop cloud-based mobile web apps that interact with the data

Grading Policy

Weighting Scheme	Scale			
Programming Assignments - 60%	96 – 100%	A+	66- 69.99%	C
Final Project - 15%	90 – 95.99%	A	60.0 - 65.99%	D
Final Project Demo - 5%	86 – 89.99%	A-	Below 60%	F
Quizzes, Attendance, and Participation - 20%	80 – 85.99%	B+		
	76 – 79.99%	B		
	70 – 75.99%	B-		

Accessing Grades

Students can check their grades by clicking “My Grades” on the course menu after the grade for each assessment task is released.

Exams

There is no exam in this course.

Assignments

- There are three individual programming assignments throughout the semester. Due dates will be specified and are firm. Individual programming assignments must represent individual student work.
- All code and files required for the assignments must be submitted in electronic form via eLearning.
- Assignments should be turned in no later than the deadline. Turn in what is completed by the deadline for partial credit. **No late submissions will be accepted.**

Projects

- There will be one semester-long project, to be completed in teams. Each team will have a maximum of 5 members. The Group Signup Sheet will be available on eLearning.
- All code and files required for the project must be submitted in electronic form via eLearning.
- Your goal should be to make it easy for us to see how great you did. If we make a couple of good faith attempts but fail to get your program running, we will try once to contact you or your team to help us. If we still cannot get your work to compile, it will receive a zero grade.
- In addition to the programming project, each student will give a brief in-class presentation demonstrating their final project.
- **No late submissions will be accepted.**

Quizzes, Attendance, and Participation

- Quizzes as individual assessment activities. Students will have only ONE attempt until the due date of each quiz. The results will immediately be posted after the due date on eLearning.
- Regular class participation is expected regardless of course modality. Students who fail to participate in class regularly are inviting scholastic difficulty.

- A portion of the grade for this course is directly tied to your participation in this class. It also includes engaging in a group or other activities during class that solicit your feedback on homework assignments, readings, or materials covered in the lectures (and/or labs).
- Class participation is documented by faculty. If attendance is low, the instructor reserves the right to administer pop quizzes for credit, to be determined.
- If you missed a class, then please ask your classmate about what was covered in class. There is no need to let the instructor know if you are going to miss a class.
- **No makeup quiz will be given.**
- Successful participation is defined as consistently adhering to University requirements, as presented in this syllabus. Failure to comply with these University requirements is a violation of the Student Code of Conduct.

Course Policies

- Assignments should be turned in no later than the deadline. Turn in what is completed by the deadline for partial credit. **No late submissions will be accepted.**
- You **MUST** communicate with the instructor via your UTD email account only (for privacy and FERPA purposes). Remember to write the course number and your purpose in the subject line of the email. Please do not use a personal email account (e.g., Gmail, Hotmail, Yahoo, QQ, etc.), it will not be answered.
- This class will involve extensive use of mobile web programming and Python technologies. You may set up your own personal computer for building environments, so you can work at your convenience outside of the lab (this is recommended). Tutorials will be provided to aid in your setup.
- Laptop is needed for developing projects during the class.
- You are expected to do your own work. You may assist each other with general concepts, but direct assistance with a particular assignment or any attempts to gain an unfair academic advantage will not be tolerated. Please do not share code between submissions or submission groups. **Any indication of cheating and/or plagiarism on an exam/assignment/project will be an automatic 0 (zero) for the exam/assignment/project for all students involved. Solutions copied from the internet, instructor's manual, etc. will also be given zero credit.** For more information about academic dishonesty, please visit Academic Dishonesty.

Technical Requirements

In addition to a confident level of computer and Internet literacy, certain minimum technical requirements must be met to enable a successful learning experience. Please review the important technical requirements on the Getting Started with eLearning webpage.

Course Access and Navigation

The course can be accessed using your UT Dallas NetID account on the eLearning website. Please see the course access and navigation section of the Getting Started with eLearning webpage for more information.

To become familiar with the eLearning tool, please see Student eLearning Tutorials webpage.

UT Dallas provides eLearning technical support 24 hours a day/7 days a week. The [eLearning Support Center](#) includes services that include a toll-free telephone number for immediate assistance (1-866-588-3192), email request service, and an online chat service.

Communication

This course utilizes online tools for interaction and communication. Some external communication tools such as regular email and a web conferencing tool may also be used during the semester. For more details, please visit the [Student eLearning Tutorials](#) webpage for video demonstrations on eLearning tools.

Student emails and discussion board messages will be answered within 3 working days under normal circumstances.

Server Unavailability or Other Technical Difficulties

The University is committed to providing a reliable learning management system to all users. However, in the event of any unexpected server outage or any unusual technical difficulty which prevents students from completing a time-sensitive assessment activity, the instructor will provide an appropriate accommodation based on the situation. Students should immediately report any problems to the instructor and also contact the [eLearning Help Desk](#). The instructor and the eLearning Help Desk will work with the student to resolve any issues at the earliest possible time.

Class Recordings

If there is any provision for asynchronous Learning, the instructor may record meetings of this course. Any recordings will be available to all students registered for this class as they are intended to supplement the classroom experience. Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student Access Ability has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student Access Ability accommodation. If the instructor or a UTD school/department/office plans any other uses for the recordings, consent of the students identifiable in the recordings is required prior to such use unless an exception is allowed by law. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Suggested Books

For HTML5

HTML5 for Masterminds, 3rd edition, by J. D. Gauchat
Publisher: CreateSpace Independent Publishing Platform
(ISBN-10: 154292331X; ISBN-13: 978-1542923316)

For CSS3

CSS3: The Missing Manual, 4th revised edition, by David Sawyer McFarland
Publisher: O'Reilly Media
(ISBN-10: 1491918055; ISBN-13: 978-1491918050)

For Javascript

Secrets of the JavaScript Ninja, 2nd edition, by John Resig & Bear Bibeault
Publisher: Manning Publications
(ISBN-10: 1617292850; ISBN-13: 978-1617292859)

For JQuery (Javascript Library)

Murach's JavaScript and jQuery, 4th edition, by Zak Ruvalcaba and Mike Murach
Publisher: Mike Murach & Associates
(ISBN-10: 1943872627; ISBN-13: 978-1943872626)

For Python and Flask framework

Flask Web Development: Developing Web Applications with Python, 2nd edition, by Miguel Grinberg
Publisher: O'Reilly Media
(ISBN-10: 1491991739; ISBN-13: 978-1491991732)

Useful Websites

[W3Schools](#)

[MDN Web Docs - Mozilla](#)

[Codecademy: Learn Code](#)

[CSS-Tricks](#)

[Learn CSS Layout](#)

[JavaScript.info](#)

[Eloquent JavaScript](#)

[jQuery Learning Center](#)

[TutorialsPoint](#)

[Real Python](#)

[Flask Documentation](#)

[Miguel Grinberg's Blog](#)

[FreeCodeCamp](#)

Tentative Schedule

*Note that the following schedule is subject to change as the course progresses.

*Quizzes are not listed in the following table.

Week	Dates	Lecture Topics	Assignments
01	8/20	Syllabus Introduction to Mobile Applications	Pre-course Survey due (individual)
02	8/27	HTML5+CSS3	
03	9/3	HTML5+CSS3	
04	9/10	JavaScript, jQuery, Bootstrap	Project 1 due (individual)
05	9/17	Ajax, API, XML/JSON	
06	9/24	Python, Flask	
07	10/1	Python, Flask-WTF	Project 2 due (individual)
08	10/8	Python, Flask-WTF	
09	10/15	SQL, Models, Migrations	
10	10/22	SQL, Models, Migrations	Project 3 due (individual)
11	10/29	REST, Front End, Database	Group Project Proposal due (group)
12	11/5	Testing	
13	11/12	Security	
14	11/19	Wrap up	
15	11/26	Fall Break No Class	
16	12/3	Project Demo and Submission	Group Project due (group)

**This syllabus is subject to change at any time at the discretion of the instructor.*