# Course Syllabus

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# JavaScript for Programmers (CS 22A, Fall 2018)

| C S 22A | JAVASCRIPT FOR PROGRAMMERS | 4.5 Unit(s) |
|---|---|---|
| **Advisory**: Advisory: One of the following: C S 1A, 1AH, 2A, 2AH or equivalent; knowledge of HTML and CSS. | | |
| **Grade Type**: Letter Grade, the student may select Pass/No Pass | | |
| **Not Repeatable.** | | |
| **FHGE**: Non-GE **Transferable:** CSU/UC | | |
| **4 hours lecture, 2 hours laboratory.** (72 hours total per quarter) | | |

**Student Learning Outcomes -**

- Use a web application development environment that includes a browser, editor, debugger and code libraries.
- Write modifiable JavaScript programs that modify the DOM, respond to user events and make requests to the server.

**Description -**

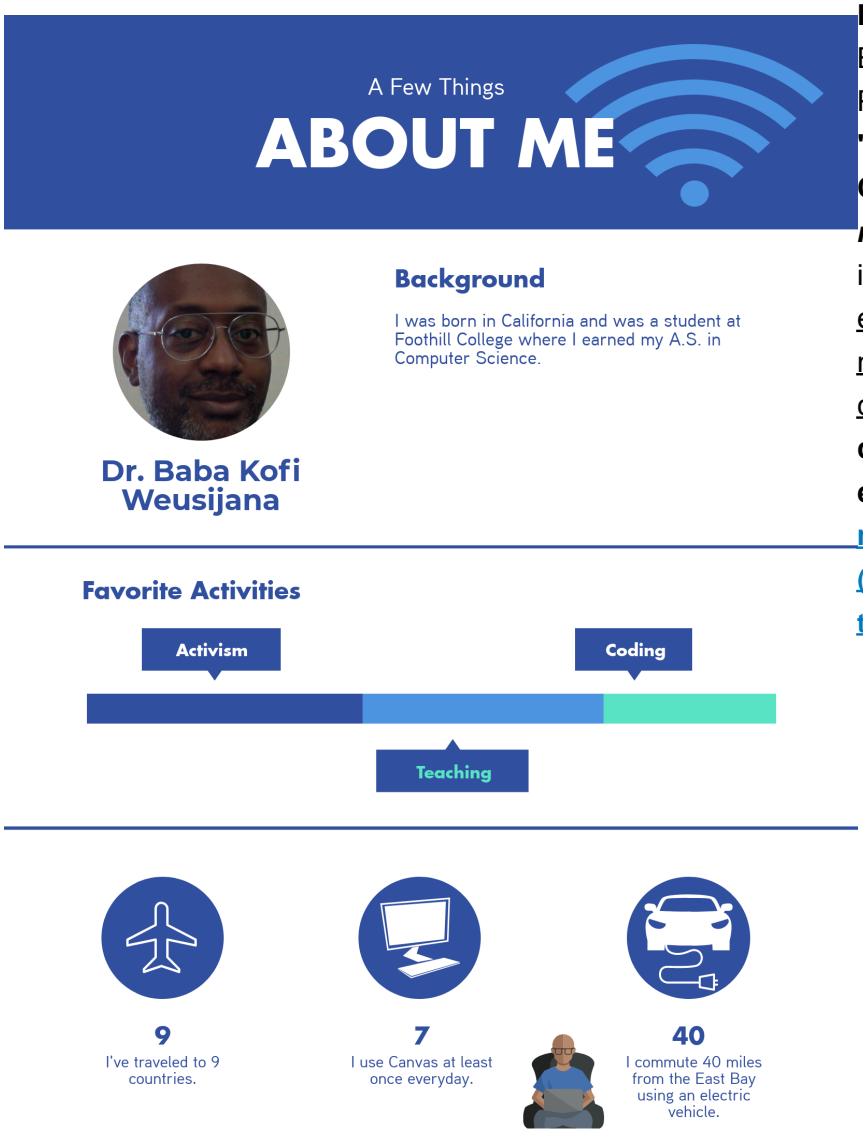
Introduction to object oriented programming in JavaScript. Topics include: client and server side programming, Model/View/Controller architecture, current tools and testing methods, interaction with HTML and CSS, Document Object Model, XML and JSON. Students will have practice writing programs for mobile web browsers and creating dynamic web pages including animation.

## Course Meetings:

**This is a totally online course**, however you are welcome to use the IDEA Lab, Room 1211, in the Fine Arts complex (https://foothill.edu/map/locatmapbig.php?zm=17&lat=37.3613555969963&lon=122.126477956404&mLatlon=37.3613555969963,-122.126477956404) . You can also use Dreamweaver and Nodeclipse on the Macs in that lab when the lab is not being used by another course or for another event.

## Instructor:

Dr. Baba Kofi Weusijana




**Pronounced:**
Bah-bah Co-fee Way-ou-see-jah-nah
Please call me **"Dr. Weusijana"** or **"Baba"**
**Contact Info:** It is **best** to use the ***relevant assignment's comment option*** in Canvas. If you use the Canvas Inbox, e-mail, or voice mail, I might miss your message and might not have the proper context for it. **I might take 1 business day to respond to Canvas Inbox and e-mail messages.** You can **forward text messages to my email (http://www.digitaltrends.com/how-to/how-to-send-texts-to-email/)** .

To contact Dr. Weusijana **anonymously** use this form:

# Anonymous Feedback

This survey is for communicating with Dr. Weusijana anonymously (so who sent the message is not known to me and thus the message can't affect my grading of you even subconsciously). Please utilize this as a way of helping me improve my courses.
You are not required to leave any identifying information when using this form. Of course, if you leave your real name or other identifying information, then your message is no longer anonymous but the source will remain confidential unless you explicitly give me permission to acknowledge the source. If you want me to get back to you, please create a new free email account somewhere and leave me that email address.

Thank You,
Dr. Baba Kofi Weusijana

Note: Email communications to and from faculty and staff are generally subject to public disclosure and unencrypted emails are not secure. If you want the contents of your message to be secure, please use PGP to encrypt the message first before emailing it to me. You can get software for that (and learn how to integrate it with your email client) at https://www.gnupg.org/download/index.html. Then import and use my public PGP security key from http://edutek.net/Kofi/contact.html. If you use this PGP communication method and still want to remain anonymous (so who sent the message is not known to me), please create a new free email account somewhere and use that email account to send your encrypted message to me.

* Required

**Office Hours:** 9AM-10AM Mondays-Thursdays in room FH **4131 (https://foothill.edu/map/locatmapbig.php?zm=17&lat=37.3623558744676&lon=122.130344555412&mLatlon=37.3623558744676,-122.130344555412)** (and online at **https://cccconfer.zoom.us/j/6253358419 (https://cccconfer.zoom.us/j/6253358419)** ) starting 10/01/2018, 9:30AM-10:30AM from 09/25/2018-09/27/2018.
I can also meet students by appointment in room FH 4131 or via Canvas Conferences or ConferZoom. I'm often online Saturday afternoons and Sunday mornings. Use the **Contact Info** section above and contact me for an appointment.

## Textbooks and Other Materials

### The two required textbooks are FREE and available online:

1. **http://eloquentjavascript.net/ (http://eloquentjavascript.net/) Eloquent JavaScript: A Modern Introduction to Programming by Marijn Haverbeke**
2. **Learning JQuery (https://ezproxyfh.fhda.edu/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=e000xna&AN=604072&site=ehost-live) is available from the library at: https://ezproxyfh.fhda.edu/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=e000xna&AN=604072&site=ehost-live (https://ezproxyfh.fhda.edu/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=e000xna&AN=604072&site=ehost-live)**

### Videos:

**A Lynda.com account** is available for **free** if you get a physical library card (**you can't simply sign up**

**online**, you must **walk into a library** and **get a physical card** from them) from the Santa Clara County Library and San Jose Public Library Systems! For Santa Clara County Library System then go to **https://www.sccl.org/Research/Categories?categoryid=50 (https://www.sccl.org/Research/Categories?categoryid=50)** and click on the Lynda.com link. For the San Jose Public Library System go to **https://www.sjpl.org/elearning (https://www.sjpl.org/elearning)** and click on the Lynda.com link (probably on the 2nd page with the other services that start with "L"). For both, you will be prompted to login with your **Barcode** and **PIN**.

**If you can not get a San Jose or Santa Clara County Library Card you must inform your professor by the Thursday of the first week of classes.**

JavaScript Essential Training with Morten Rand-Hendriksen **Released 5/15/2017**
**https://www.lynda.com/JavaScript-tutorials/JavaScript-Essential-Training/574716-2.html (https://www.lynda.com/JavaScript-tutorials/JavaScript-Essential-Training/574716-2.html)**

jQuery Essential Training with Joe Marini **Released 9/26/2016**
**https://www.lynda.com/jQuery-tutorials/jQuery-Essential-Training/494389-2.html (https://www.lynda.com/jQuery-tutorials/jQuery-Essential-Training/494389-2.html)**

JavaScript for Web Designers with Joe Chellman **Released 8/13/2016**
**https://www.lynda.com/JavaScript-tutorials/JavaScript-Web-Designers-2016-Q3-REVISION/461841-2.html (https://www.lynda.com/JavaScript-tutorials/JavaScript-Web-Designers-2016-Q3-REVISION/461841-2.html)**

**Online References:**

MDN JavaScript Reference
**https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference)**

JavaScript Garden is a growing collection of documentation about the most quirky parts of the JavaScript programming language. It gives advice to avoid common mistakes and subtle bugs, as well as performance issues and bad practices, that non-expert JavaScript programmers may encounter on their endeavors into the depths of the language.
JavaScript Garden does not aim to teach you JavaScript. Former knowledge of the language is strongly recommended in order to understand the topics covered in this guide.
**http://bonsaiden.github.io/JavaScript-Garden/ (http://bonsaiden.github.io/JavaScript-Garden/)**

**Removable media for backup (e.g., a flash drive).**

**Additional materials will usually be distributed or linked from the course website.**

## Optional:

Crockford, D. (2008). *JavaScript: The good parts*. Sebastopol, Calif: O'Reilly Media.
**http://shop.oreilly.com/product/9780596517748.do (http://shop.oreilly.com/product/9780596517748.do)**

## Assignments / Homework:

The terms “homework” and “assignment” are interchangeable, and everything that I say here that applies to one, applies to the other.

Once homework has been graded, I’ll return it to the class, either electronically or in print (usually via the Java Code Critic). You might then have the opportunity to revise your work (in whole or in part), and re-submit your work for a re-grade.

This approach to re-grades is sometimes referred to the “mastery approach”. The higher grade of the two will be your final grade for that homework assignment.

There are a couple of caveats: when you resubmit your work in this way, I reserve the right to not just re-grade the work, but also check to make sure that the work is correct, and may then follow up with email or verbal questioning of you. I might contact you via your email or phone number to setup an appointment to meet with you.

**I reserve the right to assign you additional problems**, if I feel that your grasp of the concept is shaky. **This will be to your benefit**, since the best way to learn how to program is to **do** it. You have approximately 1 week (sometimes longer) from the time the class gets the graded assignment returned to submit your revision. This means that if you are not paying attention on the day that an assignment is returned to you, and haven't made prior arrangements with the instructor, then you will **still** only have 1 week after the rest of the class got their grades to do your revision.

If you are not actively participating in the course, you might end up not having the chance to do a revision.

You may only submit one revision per assignment.

If you haven't submitted the initial version of the homework assignment by the time that the instructor goes to grade it, then you can still submit it on or before the deadline for the revision, and it will be graded without penalty but you will **NOT** BE ALLOWED TO REVISE that assignment.

If you haven't submitted a revision to a homework assignment by the time that the instructor goes to grade it then you will keep the initial grade for the homework (if you didn't submit the initial version either, this means that you will receive a zero for that particular assignment, and the instructor HATES to assign zeroes).

**Late Policy:**

Any work that is not submitted to the instructor for grading will be assigned a grade of "0".

The general policy for work that is submitted electronically is that work is not late until the instructor goes to grade the work and finds it to be missing.

In practical terms this means that if the instructor hasn’t graded something yet you can (typically) still upload the work and have it be graded as if the work had been handed in on-time (i.e., penalty-free). The instructor will wait until the work is due to grade it (of course), but makes no guarantees about waiting any longer than that.

In other words: for work that the instructor has not yet graded you can take your chances that the instructor will be back-logged enough for you to get the work done and submitted but if the instructor grades it before you can finish (including submitting) the work then you will get the zero for not having it in on time. **I recommend you don't take such chances!**

**Class Participation:**

Class participation will be assessed in the following manner: Most Tuesdays and Thursdays you just take a quiz. Other assignments you must do will be considered participation assignments. You must also do a reasonable job of correctly completing the exercises. The two most important aspects of doing the exercises

are that you are doing a reasonable job for your ability level, and that you are learning the material. You must also:

- Discuss course topics in the relevant Canvas **discussion** forums.
- Complete any exercises or large assignments, **including team work** online via the Canvas **Conferences** or **ConferZoom** services. (Please note that Canvas refers to "teams" as "groups").

**Missing Days and Make Ups:**
If you notify the instructor at least one week prior to an exam/quiz, it may be possible to take the exam or quiz at a different time than the scheduled date – this different time will be on the same day if possible, or typically on a day prior to the exam otherwise. No make-ups will be given for exams, presentations, or other such graded events, that were missed without prior notification to the instructor. In any case, the notification of absence must be given at least 2 days before the exam/quiz/event. The only exceptions are **documented** medical and other emergencies (you can **forward text messages to the professor's email (http://www.digitaltrends.com/how-to/how-to-send-texts-to-email/)** ). Detailed information about Foothill's Health Services are available at the **Health Services website (https://foothill.edu/healthservices/)** .
**Grading Disagreements:**
Any disagreements about your grade should be brought to the instructor's attention **immediately** (waiting is always a sad mistake).
Unless stated otherwise, all work should represent your own original, independent thinking. Unless stated otherwise, all out-of-class assignments are not meant to be team projects. **While working on exercises in the lab or online via chat or teleconference, you are encouraged to either seek help or to offer help from fellow students. It's a programming party!**
It is okay to communicate with classmates to clarify conceptual understanding necessary to complete assignments. However, **copying another person's work in whole or in part, either manually or electronically, it not acceptable; nor is copying and slightly modifying another person's work acceptable. Type your own code!** You are here to increase your own knowledge and understanding and your exams' scores will be based only on your own knowledge and understanding, so type your own code. In the event copying should occur: all participants in the plagiarism (both the person plagiarizing, and the person whose work was taken) will receive:
1. A 20% penalty on the first offense
2. **A grade of zero** for the second offense, and
3. For a third (and final) offense, all parties will be given the option of either withdrawing (if the drop deadline hasn't been passed) or taking a "0.0" for the term.
Second (and third) offenses include offenses from prior terms. A description of all such incidents shall be forwarded to the Dean of Students office, where a file of such occurrences will be maintained.
Team projects are learning exercises like individual projects: every individual in the team is expected to understand all the material as if each person had done the entire assignment individually. Therefore, it is fair game to ask any person in a team to explain **any** aspect of the assignment that the team has done. If you accept help from someone who is not trained to teach without giving away the answer, it will short-circuit your learning process -- you will actually learn less. For those of you wishing to give help, please do not give away the answer. Either tell the person where they can look to find the solution, give them a general idea or ask them to ask me. Don't post actual assignment code. Do not look for answers on cheater web sites or pay-for-help web sites.

**Electronic Submission:**
I would like you to electronically submit all assignments. You should type all assignments & homework answers into the computer (including essay questions), make sure it runs correctly, and submit the files for any given assignment. Usually this will be done using Canvas.
Today's technology is inherently unstable: Your network might go down, your Internet Service Provider might be down, the public library might not be open, you might be unable to get Microsoft Word to do exactly what you want. While you might have this happen to you, it's not an excuse for handing in an assignment late! Knowing this, you should **include time in your schedule to compensate for possible technological snafus**. For assignments having a hard deadline, no leeway will be given for failing to hand in work because of technological problems.
**Keep up!**
You are responsible for what goes on in our course. You are responsible for making up any work, assignments, quizzes, etc.
Watching all the lecture videos is very important, since the course is structured to require active involvement and participation on the part of the student. Missing out means missing material that is difficult to make up. You will be required to upload the paper & pencil exercises from the Head First textbooks about twice a week, please keep up with those and all other assignments.
**Other Notes:**The number of projects and the points possible for quizzes/exams, projects and activities are subject to change depending on the circumstances of the class. **I reserve the right to modify any and all aspects of the course, any time, without prior notice, including this syllabus.**

## Conduct and Courtesies:

Please remember to respect the following list for me and the other students, particularly if you visit a lecture being recorded.

* Please remember to respect other students and your instructor by not using inappropriate language.
* Please silence your mobile devices such as cell phones during lectures.
* Do not play computer games or visit gaming websites during lectures.
* No chat or messenger programs during lectures.
* Do not use personal audio devices such as MP3 players or cell phones during lectures.
* No Internet surfing, texting, or other mobile device activity that will distract students or the instructor.

**Withdrawals:** If you decide to drop, it is your responsibility to submit an official drop to the Admissions Office. Do not assume that you will be dropped automatically.

## Proactivity and Self-Starting

**Rule #1:** If you want to learn programming you MUST do the reading and you MUST do the exercises and you MUST take advantage of whatever resources and sources are available in order for you to deeply understand it. Programming does not come magically or trickle into your head by osmosis. You cannot skate. It takes **work**. You **must** dedicate hours each day reading about code, writing code, researching code, puzzling out code, working the code again and again, and wrestling it into place. Eventually you might even find yourself dreaming about code, and then waking up in the morning with a "solution" to the problem you

went to bed with. There is no other way to learn it.Weekly Time Estimate (outside of classroom meetings):This varies **greatly** with individuals mostly based on experience with similar languages. Some students take 5 hours, some take 25 hours.
**Rule #2:** Google it! Answers from Stackoverflow.com are usually great if you read the whole page.
**Rule #3:** Be resourceful, energetic, proactive, flexible, a self-starter, self-reliant, self-disciplined, and show drive and initiative! Show a friend (they don't even need to know how to program) how your program works and often you will realize the cause of your problem before you even finish your explanation! **You are expected to do this in class.**
**Rule #4:** Don't get frustrated. Take breaks. Walk away from your code for an hour or two, and then come back to it refreshed and rejuvenated. **It works!**
**Rule #5:** Search for it again! And again! And again! Maybe you are in a **Filter Bubble (https://en.wikipedia.org/wiki/Filter_bubble)** , so try another search service like **StartPage.com (https://startpage.com/)** or **DuckDuckGo (http://dontbubble.us/)** !

Course Outcomes:You can access the official course outline of record for all **CS** courses here:
**https://foothill.edu/catalog/ (https://foothill.edu/catalog/)**
From that page, select **Dept: Computer Science → Search**, and from there, select any CS course whose official outline you want to review.

Student learning outcomes for this and other CS courses can be found

**here. (http://www.fgamedia.org/faculty/loceff/cs_courses/common/slos/cs_slos_1.html)**

## Grading & GPA:

**Academic Honesty:** Take proper credit for your work in the classroom and honor the integrity of your learning. Please talk with classmates to clarify the course topics you are trying to understand as necessary to complete assignments. However, be careful to not represent another person's work, in whole or in part as your own thinking. Remember, copying and slightly modifying another person's work, is **plagiarism** and is not acceptable. **Type your own code!**
The College regards acts of academic dishonesty, including such activities as plagiarism, cheating and/or /violations of integrity in information technology, as very serious offenses. In the event that cheating, plagiarism or other forms of academic dishonesty are discovered, each incident will be handled as deemed appropriate. Care will be taken that students' rights are not violated and that disciplinary procedures are instituted only in cases where documentation or other evidence of the offense(s) exists. A description of all such incidents shall be forwarded to the Dean of Students office, where a file of such occurrences will be maintained. The college may institute action against a student according to the college's disciplinary policies and procedures. Your submissions should represent your own, unique thought and effort after you have dialogued with others to review and self-correct your efforts. Deliverables not meeting these requirements will not be graded until they have been completed to the specifications.

Learning Environment Policies

**General Learning Policy:** Our classroom will be a pleasant space for learning, as such disorderly, abusive, or bothersome conduct will not be tolerated in the classroom, lab, or online environment. Such behavior which interferes with the rights of others or which obstructs or disrupts teaching will result in immediate

disciplinary action.

**Work Together:** Please engage each other often by using the online resources, including the Discussion forums. Your professor reserves the right to change seating arrangements and team memberships.

### Drops and Withdrawal

For a complete reference of all withdrawal dates and deadlines refer to the Foothill College registration page at the college web site here:

**https://foothill.edu/calendar/fall2018.html (https://foothill.edu/calendar/fall2018.html)**

To stay enrolled in this class, you must participate regularly in your lab assignments and exams. This is part of the class participation that online classes must possess in order to maintain their transferability and accreditation.You will be dropped by me for any of the following:

- Missing a scheduled exam without prior notice will result in an automatic drop.
- If you do not login for **nine (9)** consecutive days I will drop you. (See exception below.)
- If you receive a zero on any two of the large assignments, I will drop you. (See exception below.)
- **If you do not complete 4 or more quizzes, assignments, or exercises you will be dropped for non-participation or you will receive a failing (F) grade** (See exceptions above in the section "Missing Days and Make Ups").

Exception to Above Policies: If the non-participation that has just been described occurs partially beyond the last date to drop, I may not be able to drop you, and you may receive whatever grade that your points dictate. Therefore don't assume that you can simply stop participating late in the quarter and you will be dropped. If you intend to drop, please do so yourself so you don't accidentally end up with an unintended "F" grade. If you decide to drop the class, please let me know. I cannot allow anyone who has dropped to continue to have access to the course material.

## Undocumented Students

**The Foothill-De Anza Community College District Board of Trustees** unanimously adopted this **Resolution in Support of Undocumented Students (https://www.boarddocs.com/ca/fhda/Board.nsf/files/AGEM7Z59EF31/%24file/2016-44_Affirmation%20of%20Privacy_Resolution.pdf)** . Resources for the undocumented can be found at: **(http://www.cccco.edu/ResourcesforUndocumentedStudents.aspx)**

- **https://ready-california.org/resource/ (https://ready-california.org/resource/)**
- **http://www.cccco.edu/ResourcesforUndocumentedStudents.aspx (http://www.cccco.edu/ResourcesforUndocumentedStudents.aspx)**
- **https://foothill.edu/dreamers/ (https://foothill.edu/dreamers/)**
- **https://www.deanza.edu/students/undocumented.html (https://www.deanza.edu/students/undocumented.html)**

## **Tentative** Course Schedule:

Your professor reserves the right to change these items at any time:

Assignment grades are weighted by group

# Course Summary:

| Date | Details | |
|---|---|---|
| Tue Sep 25, 2018 | Canvas Student Orientation (https://foothillcollege.instructure.com/calendar?event_id=12304&include_contexts=course_7930) | 1pm to 2pm |
| | Welcome Survey (https://foothillcollege.instructure.com/courses/7930/assignments/182522) | due by 11:59pm |
| Wed Sep 26, 2018 | Canvas Student Orientation (https://foothillcollege.instructure.com/calendar?event_id=12305&include_contexts=course_7930) | 1pm to 2pm |
| | Introduce Yourself To Our Class! (https://foothillcollege.instructure.com/courses/7930/assignments/182534) | due by 11:59pm |
| Thu Sep 27, 2018 | Optional: Earn 2 badges in the "Introduction to HTML" course (https://foothillcollege.instructure.com/courses/7930/assignments/182563) | due by 11:59pm |
| | Optional: Earn 2 badges in the "Learn CSS" course (https://foothillcollege.instructure.com/courses/7930/assignments/182561) | due by 11:59pm |
| | Optional: Earn badges from HTML Structure & Introduction to CSS Sections (https://foothillcollege.instructure.com/courses/7930/assignments/182562) | due by 11:59pm |
| | Practice Quiz (Remotely Proctored) (https://foothillcollege.instructure.com/courses/7930/assignments/191968) | due by 11:59pm |
| | Quiz on JavaScript basics (Remotely Proctored) (https://foothillcollege.instructure.com/courses/7930/assignments/182517) | due by 11:59pm |
| | REQUIRED: Earn the "Introduction to JavaScript" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182567) | due by 11:59pm |
| | Watch 1st two videos of Chapter "3. Working with data" in JavaScript Essential Training 10m 13s (https://foothillcollege.instructure.com/courses/7930/assignments/182576) | due by 11:59pm |

| Date | Details | |
|---|---|---|
| | Watch certain videos of JavaScript Essential Training with Morten Rand-Hendriksen Released 5/15/2017 ~67 minutes (https://foothillcollege.instructure.com/courses/7930/assignments/182577) | due by 11:59pm |
| | Web Browser, CS22A Files, and Nodeclipse setup (https://foothillcollege.instructure.com/courses/7930/assignments/182597) | due by 11:59pm |
| Fri Sep 28, 2018 | Earn one of the badges in Quest for Success (https://foothillcollege.instructure.com/courses/7930/assignments/182557) | due by 11:59pm |
| Tue Oct 2, 2018 | Earn the "Variables" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182543) | due by 11:59pm |
| | Quiz on stereotype threat (https://foothillcollege.instructure.com/courses/7930/assignments/182524) | due by 11:59pm |
| | Quiz on variables and JS in a Web page (Remotely Proctored) (https://foothillcollege.instructure.com/courses/7930/assignments/182513) | due by 11:59pm |
| | SFTP Setup (https://foothillcollege.instructure.com/courses/7930/assignments/182575) | due by 11:59pm |
| | Watch jQuery Essential Training with Joe Marini: Introduction 9m 22s (https://foothillcollege.instructure.com/courses/7930/assignments/182591) | due by 11:59pm |
| | Watch selected videos of JavaScript Essential Training with Morten Rand-Hendriksen from 3. Working with data & 4. Functions and Objects (https://foothillcollege.instructure.com/courses/7930/assignments/182592) | due by 11:59pm |
| Thu Oct 4, 2018 | Computer Workstations Checklist (https://foothillcollege.instructure.com/courses/7930/assignments/182527) | due by 11:59pm |
| | Earn the "Conditional Statements" & "Functions" badges (https://foothillcollege.instructure.com/courses/7930/assignments/182547) | due by 11:59pm |
| | Watch Chapter 1. A Quick Introduction to jQuery 30m 12s (https://foothillcollege.instructure.com/courses/7930/assignments/182578) | due by 11:59pm |
| | Watch Chapter 2. Working with Page Content 45m 28s (https://foothillcollege.instructure.com/courses/7930/assignments/182579) | due by 11:59pm |
| Fri Oct 5, 2018 | REQUIRED: Record Name & Update Your Canvas Profile | due by 11:59pm |

| Date | Details | |
|---|---|---|
| | (https://foothillcollege.instructure.com/courses/7930/assignments/182568) | |
| Sun Oct 7, 2018 | Last day to drop for a full refund or credit & no record of grade. (https://foothillcollege.instructure.com/calendar?event_id=12151&include_contexts=course_7930) | 12am |
| Tue Oct 9, 2018 | Earn "jQuery Setup" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182548) | due by 11:59pm |
| | Quiz on array basics (https://foothillcollege.instructure.com/courses/7930/assignments/182514) | due by 11:59pm |
| | Quiz on basic jQuery and ES5 JS (https://foothillcollege.instructure.com/courses/7930/assignments/182528) | due by 11:59pm |
| | Watch Chapters 5. JavaScript and the DOM, Part 1: Changing DOM Elements 36m 31s & 6. Project: Create an Analog Clock 22m 18s (https://foothillcollege.instructure.com/courses/7930/assignments/182586) | due by 11:59pm |
| | Watch the rest of Chapter 4. Functions and Objects ~20 minutes (https://foothillcollege.instructure.com/courses/7930/assignments/182595) | due by 11:59pm |
| | Earn the "Arrays" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182556) | due by 11:59pm |
| | Earn the "Scope" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182545) | due by 11:59pm |
| Thu Oct 11, 2018 | Quiz06 (https://foothillcollege.instructure.com/courses/7930/assignments/182525) | due by 11:59pm |
| | Watch Chapter 3. Manipulating Page Content 48m 43s (https://foothillcollege.instructure.com/courses/7930/assignments/182580) | due by 11:59pm |
| | Watch Chapters 7. JavaScript and the DOM, Part 2: Events 20m 6s & 8. Project: Typing Speed Tester 29m 22s (https://foothillcollege.instructure.com/courses/7930/assignments/182587) | due by 11:59pm |
| | Watch Chapters 9. Loops 14m 53s & 10. Project: Automated Responsive Images Markup 20m 57s (https://foothillcollege.instructure.com/courses/7930/assignments/182588) | due by 11:59pm |
| | Earn the "Higher-Order Functions" & "Iterators" badges (https://foothillcollege.instructure.com/courses/7930/assignments/182551) | due by 11:59pm |

| Date | Details | |
|---|---|---|
| | Earn the "Loops" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182546) | due by 11:59pm |
| Tue Oct 16, 2018 | Quiz on events (https://foothillcollege.instructure.com/courses/7930/assignments/182529) | due by 11:59pm |
| | Quiz on object properties (https://foothillcollege.instructure.com/courses/7930/assignments/182533) | due by 11:59pm |
| | Earn the "Learn jQuery: Effects" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182552) | due by 11:59pm |
| | Earn the jQuery "Mouse Events" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182553) | due by 11:59pm |
| | Exercise01 on Basic jQuery (https://foothillcollege.instructure.com/courses/7930/assignments/182558) | due by 11:59pm |
| | Watch Chapter 4. jQuery Events 28m 15s (https://foothillcollege.instructure.com/courses/7930/assignments/182582) | due by 11:59pm |
| | Watch Chapter 5. Animations and Effects 21m 12s (https://foothillcollege.instructure.com/courses/7930/assignments/182583) | due by 11:59pm |
| Thu Oct 18, 2018 | Earn the "Objects" & "Advanced Objects" badges (https://foothillcollege.instructure.com/courses/7930/assignments/182544) | due by 11:59pm |
| | Watch Crockford on JavaScript -- Act III: Function the Ultimate (73 min.) (https://foothillcollege.instructure.com/courses/7930/assignments/182516) | due by 11:59pm |
| Tue Oct 23, 2018 | Quiz on DOM Elements (https://foothillcollege.instructure.com/courses/7930/assignments/182526) | due by 11:59pm |
| Thu Oct 25, 2018 | Assignment 1: Guesser (https://foothillcollege.instructure.com/courses/7930/assignments/182535) | due by 11:59pm |
| | Earn the "Classes" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182541) | due by 11:59pm |
| | Earn the jQuery "Style Methods" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182554) | due by 11:59pm |
| Tue Oct 30, 2018 | Assignment 2 Team Preferences (https://foothillcollege.instructure.com/courses/7930/assignments | due by 11:59pm |

| Date | Details | |
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| | /182518) | |
| | Quiz on JS Objects (https://foothillcollege.instructure.com/courses/7930/assignments/182512) | due by 11:59pm |
| | Earn the "Browser Compatibility and Transpilation" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182549) | due by 11:59pm |
| | Earn the "Intermediate JavaScript Modules" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182542) | due by 11:59pm |
| Thu Nov 1, 2018 | Midterm Survey (https://foothillcollege.instructure.com/courses/7930/assignments/182521) | due by 11:59pm |
| | Earn the jQuery "Traversing the DOM" badge (https://foothillcollege.instructure.com/courses/7930/assignments/182555) | due by 11:59pm |
| Sun Nov 4, 2018 | Course Evaluation (https://foothillcollege.instructure.com/courses/7930/assignments/195004) | due by 11:59pm |
| Mon Nov 5, 2018 | EXTRA CREDIT: Research and Service Leadership Symposium (https://foothillcollege.instructure.com/courses/7930/assignments/182532) | due by 11:59pm |
| Tue Nov 6, 2018 | Quiz on ES5 object system (https://foothillcollege.instructure.com/courses/7930/assignments/182509) | due by 11:59pm |
| | Earn the "Requests I" & "Requests II" badges (https://foothillcollege.instructure.com/courses/7930/assignments/182550) | due by 11:59pm |
| Thu Nov 8, 2018 | Quiz on loops and ES5 strict mode (https://foothillcollege.instructure.com/courses/7930/assignments/182520) | due by 11:59pm |
| | Assignment 2: A Basic Calculator (https://foothillcollege.instructure.com/courses/7930/assignments/182536) | due by 11:59pm |
| | Exercise02 on Objects and Constructor's prototype property (https://foothillcollege.instructure.com/courses/7930/assignments/182559) | due by 11:59pm |
| | Watch Strict mode 8m 39s in The Good Parts of JavaScript and the Web (https://foothillcollege.instructure.com/courses/7930/assignments/182593) | due by 11:59pm |
| Tue Nov 13, 2018 | A2 Team Rating and A3 Team Preferences | due by 11:59pm |

| Date | Details | |
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| | (https://foothillcollege.instructure.com/courses/7930/assignments/182511) | |
| | Quiz on events and event listeners (https://foothillcollege.instructure.com/courses/7930/assignments/182510) | due by 11:59pm |
| | Peer Reviews of Assignment 1: Guesser (https://foothillcollege.instructure.com/courses/7930/assignments/182564) | due by 11:59pm |
| Thu Nov 15, 2018 | Assignment 3: HTML5 Media (https://foothillcollege.instructure.com/courses/7930/assignments/182537) | due by 11:59pm |
| | Watch Chapter 3. Working with Forms 1h 6m in JavaScript for Web Designers with Joe Chellman (https://foothillcollege.instructure.com/courses/7930/assignments/182581) | due by 11:59pm |
| Fri Nov 16, 2018 | Last day to drop with a "W." (https://foothillcollege.instructure.com/calendar?event_id=12152&include_contexts=course_7930) | 12am |
| Tue Nov 20, 2018 | A3 Team Rating and A4 Team Preferences (https://foothillcollege.instructure.com/courses/7930/assignments/182531) | due by 11:59pm |
| | Quiz on AJAX and JSON basics (https://foothillcollege.instructure.com/courses/7930/assignments/182523) | due by 11:59pm |
| | Watch Chapter 8. Building Smarter Forms 10m 13s in JavaScript Essential Training (2011) (https://foothillcollege.instructure.com/courses/7930/assignments/182585) | due by 11:59pm |
| | Revision of Assignment 1: Guesser (https://foothillcollege.instructure.com/courses/7930/assignments/182569) | due by 11:59pm |
| | Watch Chapter 6. AJAX Operations 32m 34s & Conclusion 1m 35s (https://foothillcollege.instructure.com/courses/7930/assignments/182584) | due by 11:59pm |
| | Watch the rest of Chapter 11. Troubleshooting, Validating, and Minifying JavaScript & Conclusion ~17 minutes (https://foothillcollege.instructure.com/courses/7930/assignments/182594) | due by 11:59pm |
| Thu Nov 22, 2018 | Peer Reviews of Assignment 2: A Basic Calculator (https://foothillcollege.instructure.com/courses/7930/assignments/182565) | due by 11:59pm |

| Date | Details | |
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| Tue Nov 27, 2018 | Quiz on closures (https://foothillcollege.instructure.com/courses/7930/assignments/182530) | due by 11:59pm |
| | Watch video “Online coding with Cloud9” 10m 47s (https://foothillcollege.instructure.com/courses/7930/assignments/182596) | due by 11:59pm |
| | Assignment 4: JavaScript and Forms (https://foothillcollege.instructure.com/courses/7930/assignments/182538) | due by 11:59pm |
| | Watch Crockford on Closures (https://foothillcollege.instructure.com/courses/7930/assignments/182589) | due by 11:59pm |
| Thu Nov 29, 2018 | A4 Team Rating and A5 Team Preferences (https://foothillcollege.instructure.com/courses/7930/assignments/182519) | due by 11:59pm |
| | Watch "A JavaScript Conversation" 50m (https://foothillcollege.instructure.com/courses/7930/assignments/182515) | due by 11:59pm |
| | Watched Crockford on JavaScript -- Act III: Function the Ultimate (73 min.) (https://foothillcollege.instructure.com/courses/7930/assignments/182590) | due by 11:59pm |
| Tue Dec 4, 2018 | Exercise03 on building a Node.js Web and JSON server (https://foothillcollege.instructure.com/courses/7930/assignments/182560) | due by 11:59pm |
| Thu Dec 6, 2018 | Assignment 5: AJAX & JSON (https://foothillcollege.instructure.com/courses/7930/assignments/182539) | due by 11:59pm |
| | Peer Reviews of Assignment 3: HTML5 Media (https://foothillcollege.instructure.com/courses/7930/assignments/182566) | due by 11:59pm |
| Fri Dec 14, 2018 | Revision of Assignment 2: A Basic Calculator (https://foothillcollege.instructure.com/courses/7930/assignments/182570) | due by 11:59pm |
| | Revision of Assignment 5: AJAX & JSON (https://foothillcollege.instructure.com/courses/7930/assignments/182573) | due by 11:59pm |
| | Course Participation (https://foothillcollege.instructure.com/courses/7930/assignments/182540) | due by 11:59pm |
| Sat Dec 15, 2018 | Revision of Assignment 3: HTML5 Media | due by 11:59pm |

| Date | Details | |
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| | (https://foothillcollege.instructure.com/courses/7930/assignments/182571) | |
| | Revision of Assignment 4: JavaScript and Forms (https://foothillcollege.instructure.com/courses/7930/assignments/182572) | due by 11:59pm |
| | Roll Call Attendance (https://foothillcollege.instructure.com/courses/7930/assignments/182574) | |
| | Unnamed Quiz (https://foothillcollege.instructure.com/courses/7930/assignments/185906) | |