UNIVERSITY of HOUSTON

COLLEGE of TECHNOLOGY

DEPARTMENT OF INFORMATION AND LOGISTICS TECHNOLOGY

CIS 2336 – Internet Application Development and Technology, Section 24062

Fall Semester, 2011 • MW 1:00 – 2:30 pm • 3 credit hours

Course Description: Cr. 3. (3-0). Prerequisites: COSC 1304 and credit for or concurrent enrollment in MATH 1431. Internet and World Wide Web technologies. Development and maintenance of Web sites and Web applications.

Course Goals: CIS 2336 is a one-semester, sophomore level course that examines the myriad of technologies that contribute to the plethora of sophisticated information systems and applications readily available via the World Wide Web today. The technologies include markup for structure and meta-information (XHTML, XML), markup for presentation (CSS), scripting for interactivity via the client application (JavaScript through a browser, e.g.), pattern matching (Regular Expression syntax), and server-side functionality. Server-side functionality is touched on only briefly in this introductory course.

Because the technologies are many, the course provides an overview together with hands-on exercises and assignments. The only way to become proficient in any one of these technologies is to work with it in a hands-on way. While proficiency in one semester is not possible, an overview with some hands-on experience is. That is what the course delivers.

In addition, students are asked to reflect on the organizational context for web sites and web applications. E-commerce is a huge and important economic sector, and is destined to continue to grow. Students are offered an organizational context for all that they learn, so that they understand that, while the Internet technologies are interesting in and of themselves, they are commercially interesting only within an organizational context.

Instructor Information:

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Other: Course information available on the web through Blackboard. Go to www.uh.edu/blackboard and log in. Some course information is delivered only in class – in person.

Office Hours:

Monday 2:30 – 4:00 pm
Tuesday 2:30 – 5:00 pm
Wednesday 2:30 – 4:30 pm
Also by appointment.

Prerequisites:

COSC 1304 and credit for or concurrent enrollment in MATH 1431. ELET 2300 is an acceptable substitute for COSC 1304.

Every student must provide evidence that he/she has met the course prerequisites.

Course Requirements:

1. Every student must provide evidence that he/she has met the course prerequisites.
2. Every student must access course information delivered via the Internet. There are numerous labs on campus that provide this access. Home access is highly recommended.
3. Every student must complete assigned readings, exercises, in-class learning assignments and activities, homework assignments, quizzes, and exams.
4. Every student must attend scheduled on-campus classes.
5. There are many assignments. Most require the use of a computer. Computer assignments may be completed in a College of Technology computer lab or at home if the student has the appropriate hardware and software. Assignments must be turned in by the due date to receive full credit.
6. Every student must complete a midterm exam and a final exam. These exams cover material from the text, assignments, and lectures. The final exam is comprehensive.

Attendance:

Every student must attend scheduled classes. Some information given in class is *only* given in class. If a student misses class, another student may be able to share his or her notes. Every student is responsible for making arrangements with another student regarding missed in-class information.

Time is set aside for two one-and-one-half hour classes per week. Some course material will be presented online with an online activity in lieu of class on campus. There may also be online classes where we all meet during the designated time block via the Internet. Online activities will be announced in class ahead of time.

Often there are in-class assignments for which points are awarded. If an in-class assignment is given and you are absent, then you do not earn the in-class points. In-class points are accumulated throughout the semester, and at the end of the semester, if your in-class point total is within one standard deviation above the mean in-class point totals for all students, then your letter grade is raised one level (say from a B- to a B). If your in-class point total is more than one standard deviation above the mean, then your letter grade is raised two levels (say from a C- to a C+).

Assignments:

Students must complete numerous required assignments of various types. Some are in-class assignments, some are homework assignments called learning assignments that are to be completed outside of class and turned in, some are writing assignments, some are on-line quizzes, or there may be something else the instructor dreams up. The average of the assignment grades contributes 40% of the final grade average.

A grader may grade any of the assignments. If you do not agree with the grade the grader awards you may request that the grader re-evaluate. If you still do not agree, you may request that the instructor re-evaluate.

Midterm and Final Exams:

There will be a midterm exam and a final exam. Each is worth 30%of each student's grade. Exams cover lecture, in-class activities, and text material. Exam dates are scheduled in the syllabus and will be confirmed in class one week before the exam date.

Make-up exams will not be given for any reason. If you miss the midterm exam, your final exam grade is used to replace the missing grade.

The final exam is given according to the official UH final exam schedule (http://www.uh.edu/academics/courses-enrollment/final-exam-schedules/). The final exam is comprehensive.

Grades:

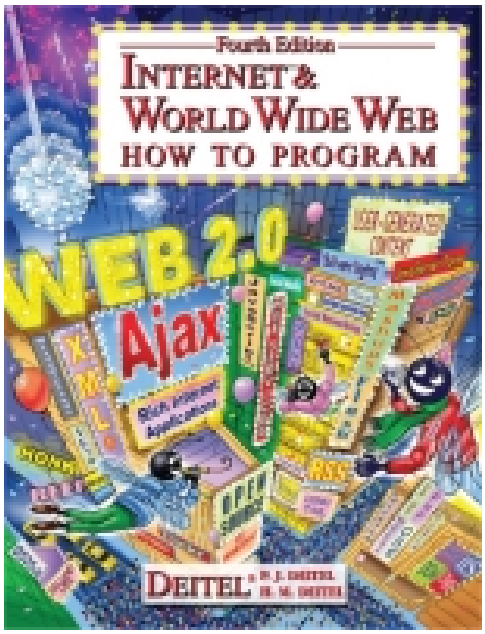
Assignments: 40%

Midterm Exam: 30%

Final Exam: 30%

Textbooks:

Deitel, P. J., & Deitel, M. J. (2008). *Internet & World Wide Web: How to Program* (4th ed.). Upper Saddle River, NJ: Pearson.



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Plagiarism:

Plagiarism is a form of cheating. Just as there are penalties for cheating, there are penalties for plagiarism. The minimum penalty is a zero grade for the assignment (or test). The maximum penalty is expulsion from the University of Houston.

The following information on plagiarism was originally found at http://www.uh.edu/~dbarclay/rm/plagiar.htm, but the link no longer works. I have added a few comments of my own (in italics) that pertain specifically to sharing of programming or application files.

Description of Plagiarism:

Plagiarism is the use of someone else's words or ideas without giving credit. In the academic world, plagiarism is a serious offense with penalties that range from failing grades to expulsion. Plagiarism is easy to detect, so your chances of getting away with it are slim. There are two kinds of plagiarism--intentional and unintentional.

Intentional plagiarism occurs when writers or researchers know full well they are passing off someone else's words or ideas as their own. Purchasing pre-written research papers through the mail or via the Internet is probably the most blatant (and easy to detect) form of intentional plagiarism.

Copying someone else's computer program or application files, changing a few lines of code or comment lines, and turning them in as your own is plagiarism. This is cheating. It is also easy to detect. For example, it is highly unlikely that any two of you will choose exactly the same names for all the objects in a program if you work independently.

Unintentional plagiarism is more common than the intentional type. It occurs when writers and researchers use the words or ideas of others but fail to give credit to the source--because they either don't know when to give credit or don't know how to give credit.

If another student gives you ideas about what code structure is needed to accomplish certain functionality, but you write the code lines and make it work on your own, this is not unintentional plagiarism. It is OK. If you copy another student's code, then that is plagiarism, and it is not OK.

Avoiding Plagiarism:

<u>When to give credit</u>

You need to give credit when you directly quote someone else's words or use their ideas in your own words.

Direct quotation is using someone else's words exactly as they were written in the original source. When you quote, you must use quotation marks or (for lengthy quotations) indentation to indicate which words you quoted. You must also give credit to whoever originally wrote or spoke the words.

Sometimes you can find complete code elements on the Internet. If you do this and use something like this, you should credit the source by including a comment line stating where you got the code.

Paraphrasing is taking someone else's idea and putting it into your own words. You do not need to put quotation marks around a paraphrase, but just as with a quotation you must give credit to the originator of the idea you are paraphrasing.

With respect to programming, sometimes a classmate or friend will help you by suggesting a coding strategy to use for a particular functionality. You do not have to credit the source in this case.

Avoiding Plagiarism:

When do you not have to give credit?

You don't have to give credit when you are expressing your own ideas in your own words or when you are expressing common knowledge. Common knowledge includes ideas or facts that are so widely accepted that it is not necessary to cite a source. For example, the height of the Empire State Building is common knowledge because there is no serious disagreement over the height and because this information can be found and verified in a number of different sources.

In the world of programming, various sorting algorithms, for example are well documented in the literature. You do not have to give credit when you implement an algorithm developed by someone else.

How to give credit

You give credit by citing information you use in your papers and reports. Software such as EndNote and RefWorks can help you create correct citations.

Academic Honesty Policy:

Students are expected to abide by the university's academic honesty policy in all matters concerning this course. (http://www.uh.edu/academics/catalog/policies/academ-reg/academic-honesty/).

Time Requirements:

The class is scheduled to meet three hours each week; however additional hours are required. There is a general 'rule-of-thumb' that pursuing 1 hour of college credit during a regular semester requires an average student to spend 1 hour per week in the classroom plus a *minimum* of 3 more hours per week outside of class studying, working on assignments, doing research, etc. Some students need to spend more time on some courses. This means an average student in CIS 2336 should budget about 9 hours per week to spend on the course material. These 9 hours per week is in *addition* to regular class time.

Other Policies:

Beginning Fall 2001, ILT majors (CIS, TLS, and LOGT) who do not make a C or better in any courses in their major must retake the course.

A course may only be taken 3 times.

In the event of an extended absence, consult the Vice Provost for Student Affairs to determine whether a medical withdrawal is appropriate.

Student Accommodations Under the Americans With Disabilities Act: When possible, and in accordance with 504/ADA guidelines, the instructor will attempt to provide reasonable academic accommodations to students who request and require them. Please call the Center for Students with Disabilities at ext 3-5400 for more assistance. Students with special needs should inform the instructor at the beginning of the semester.

CONTENT OUTLINE WITH COURSE OUTCOMES

Learning Unit One: Computers, the Internet and e-Commerce

UH CoT CIS program coverage time: 4.5 classroom hours (weeks 1, 2)

Description:

The first material provides a historical context for computing and the Internet. Then the predominant browsers in use are discussed. The evolution and future of the World Wide Web are discussed with an emphasis on e-commerce and Web 2.0.

Topics:

Computers and Computer Organization
Computer Languages: Types and Examples
History of the Internet and World Wide Web
W3C
Personal, Distributed, and Client Server Architectures
Hardware and Software
Information Systems and Information Management
Information versus Data
Current Browsers
Internet Protocols
Web 2.0

Learning unit outcomes:

The student will be able to:

1. Describe the input, output, processing, memory, and data storage organization units of every computer.
2. Differentiate between data and information.
3. Describe the roles of hardware and software in computing and computing systems.
4. Define open source in the context of computing, and identify a programming language that is open source and one that is proprietary.
5. Name some networking and communication protocols in use today, paying particular attention to the protocols that play key roles in the function of the Internet and World Wide Web.
6. Place developments significant to the evolution of computers, the Internet, and the World Wide Web on a time line of events.
7. Differentiate between the Internet and the World Wide Web.
8. Explain how the client-server model of computing applies to information delivered via the Internet and World Wide Web.
9. Classify a browser as an HTTP User Agent.

10. Name predominant web browsers in use.
11. Describe static and dynamic World Wide Web content and provide examples of each based on personal experience and exploration.
12. Provide urls for web pages that contain examples of specific web page elements that provide opportunities for user interaction.
13. Give examples of organizational and personal uses of the Internet and World Wide Web.
14. Define information system, e-commerce, Web 2.0, and collective intelligence.
15. Describe-business models and strategies used for e-commerce and discuss specific examples such as Google AdSense and Google AdWords.
16. Define search engine optimization and describe techniques for helping search engines (and thus, users) find the page content.
17. Describe the part that the Internet and World Wide Web play in the development of information systems for organizations.
18. Describe impacts that the development of computers and the Internet has had on commerce.
19. Discuss how business systems based on Internet and World Wide Web technologies are linked to the organizational environment and affected by the context in which they are built.
20. Describe features of web pages or web applications that are categorized as part of Web 2.0.
21. Provide urls for examples of a web-based e-commerce information system and a Web 2.0 application.

Assigned Reading

In Internet & World Wide Web: How to Program by P.J. Deitel and H.M. Deitel:

Chapter 1 Introduction to Computers and the Internet, pp. 2 – 27.

Chapter 2 Web Browser Basics: Internet Explorer and Firefox, pp. 28 – 49.

Chapter 3 Dive Into Web 2.0, pp. 50 – 116.

Learning Unit Two: Markup for e-Commerce User Interface

UH CoT CIS program coverage time: 7.5 classroom hours (weeks 2, 3, 4)

Description:

The markup language XHTML is introduced along with its conceptual basis in structuring content. The presentation formatting language of Cascading Style Sheets (CSS) is also introduced, and students are shown the importance and power of separating content structure from format for displaying content.

Topics:

Markup versus Code
XHTML
XHTML versus HTML
Cascading Style Sheets

Box Model

Learning unit outcomes:

The student will be able to:

1. Differentiate between HTML and XHTML.
2. Match XHTML markup elements to the structural element they enable.
3. Use XHTML tags, elements and attributes to markup text and image content, structuring it for delivery via an HTTP user agent.
4. Discuss the important role of standards in the evolution of the Internet and the World Wide Web and name standards organizations that play a critical role in current Internet and World Wide Web development activities and, in particular, explain the mission and purpose of the World Wide Web Consortium (W3C).
5. Create a web page document with content and XHTML markup that passes validation by the W3C XHTML validator with no errors or warnings.
6. Differentiate between a mark-up language and a programming language, naming examples of each.
7. Explain the role of the web server and the role of the HTTP user agent in delivering content via the World Wide Web.
8. Use a simple text editor to create a static web page and publish that web page so that it can be viewed by typing its url into a browser and requesting it.
9. Identify several software applications that can be used to create static web page documents and use at least one to create a web page and publish it.
10. Differentiate between markup for structure and markup for presentation.
11. Match CSS elements and attributes to the presentation elements they enable.
12. Create a CSS style sheet with elements, attributes, and values that passes validation by the W3C CSS validator with no errors or warnings.
13. Apply the box model to lay out content in a multi-column format with both header and footer containers.
14. Discuss the advantages of separating document format and document structure.
15. Design, develop and deploy for public consumption a simple maintainable web site with static content that employs XHTML and CSS.
16. Demonstrate the concept of separating document format and document structure by applying two different CSS style schemes defined in external style sheets to the same document content.
17. Use tools, resources, and services available on the internet to incorporate multimedia elements into static content web pages.

Assigned Reading

In Internet & World Wide Web: How to Program by P.J. Deitel and H.M. Deitel:

Chapter 4 Introduction to XHTML, pp. 118 – 158.

Chapter 5 Cascading Style Sheets, pp. 159 – 196.

Learning Unit Three: Client-Side Scripting

UH CoT CIS program coverage time: 10.5 classroom hours (weeks 5 through 8)

Description:

Once content is structured and formatted, there is still a need for interactivity. The concept of scripting so that the client HTTP user agent (the browser) can interpret the scripts in order to produce interactivity is introduced. This type of interactivity requires a programming language as opposed to just markup. JavaScript is introduced, along with a review of structured programming principles and the programming constructs of sequence, selection, looping, arrays, and encapsulation of functionality in functions and subroutines.

Topics:

Client-side Concept
JavaScript Language
If – Else and Do - While Commands
Switch Command
Function Definitions
Subroutine Declaration
Random Numbers
Recursion
Using JavaScript Arrays

Learning unit outcomes:

The student will be able to:

1. Explain the purpose of client-side scripts and name the predominant client-side scripting technologies in use.
2. Identify several software applications that can be used to create web page documents that employ XHTML, CSS, and JavaScript technologies.
3. Apply structured programming principles including variable assignment, selection structures, repetition structures, functions and subroutines, and arrays to code JavaScript web page solutions to problems.
4. Design, develop and deploy for public consumption a simple maintainable web site with static content and interactive elements that employs XHTML, CSS, and JavaScript technology.
5. Use tools, resources, and services available on the internet to incorporate multimedia elements into static content web pages.

Assigned Reading

In Internet & World Wide Web: How to Program by P.J. Deitel and H.M. Deitel:

Chapter 6 JavaScript: Introduction to Scripting, pp. 197 – 232.

Chapter 7 JavaScript: Control Statements I, pp. 234 – 277.

Chapter 8 JavaScript: Control Statements II, pp. 278 – 320.

Chapter 9 JavaScript: Functions, pp. 321 – 361.

Chapter 10 JavaScript: Arrays, pp. 362 – 402.

Midterm Exam over Units 1 through 3: Week 8

Learning Unit Four: Dynamic HTML and AJAX

UH CoT CIS program coverage time: 6 classroom hours (weeks 10 and 11)

Description:

Object oriented programming is the programming paradigm most in use today. Principles of object oriented programming are applied to manipulate web page content by accessing it through the Document Object Model (DOM). Then, updating web content without re-serving the page is demonstrated with the use of the HTTPRequest object. These extensions enable today's rich Internet applications.

Topics:

JavaScript Built-In Objects (e.g., MATH, DATE, STRING)
Document Object Model (DOM)
JavaScript Events
Ajax Applications: Examples
Rich Internet Applications

Learning unit outcomes:

The student will be able to:

1. Apply object-oriented programming principles to code JavaScript web page solutions to problems.
2. Use tools, resources, and services available on the internet to incorporate multimedia elements into static content web pages.
3. Provide URIs that access examples of delivery of dynamic content to both anonymous and uniquely identifiable users.
4. Use JavaScript events and JavaScript accessibility to web page objects available through the Document Object Model (DOM) to create web pages with dynamic elements and attributes.
5. Describe Rich Internet Applications.
6. Explain what asynchronous requests are and how they help web applications deliver interactive elements with the feel of desktop applications.
7. Demonstrate with code the use of the XMLHttpRequest object and explain the message process embedded in it.
8. Explain how AJAX enables Rich Internet Applications.
9. Describe the function of various methods of the XMLHttpRequest object and demonstrate with code some of the uses.
10. Design, develop and deploy for public consumption web pages with dynamic content enabled through elements that employ XHTML, CSS, JavaScript, JSON, XML, and DOM technology.
11. List security, performance, and debugging issues related to development with AJAX.
12. Identify tools and resources that facilitate development with AJAX.

Assigned Reading

In Internet & World Wide Web: How to Program by P.J. Deitel and H.M. Deitel:

Chapter 11 JavaScript: Objects, pp. 403 – 445.

Chapter 12 Document Object Model (DOM): Objects and Collections, pp. 458 – 486.

Chapter 13JavaScript: Events, pp. 487 – 514.

Chapter 15 Ajax-Enabled Rich Internet Applications, pp. 588 – 634.

Learning Unit Five: XML and Database for e-Commerce

UH CoT CIS program coverage time: 6 classroom hours (weeks 12 and 13)

Description:

The vision of the semantic web is having content available that is described for what it is. For this purpose, Extensible Markup Language (XML) was created. It is tightly coupled to information that is stored in databases and updated frequently. These two technologies combine to enable fresh and individualized content that can be delivered to users based on identifying information.

Topics:

XML
XSL
RSS
IIS Web Server
Apache Web Server
Relational Databases
SQL
MySQL Server

Learning unit outcomes:

The student will be able to:

1. Mark up data with XML.
2. Discuss the role of XML namespaces in assuring unique XML element and attribute names.
3. Explain the role of Document Type Definitions and schemas in the development of XML based data manipulation applications.
4. Create XSL style sheets to render SML document data.
5. Use JavaScript to manipulate XML data.
6. Discuss the role that database technologies play in the development and deployment of dynamic content web sites.
7. Write simple SQL queries to retrieve data from multiple tables of a relational data store.
8. Write simple SQL queries to insert, update, and delete data from a single table of a relational data store.
9. Write simple SQL queries to retrieve data from a relational data store and mark it up using well formed and valid XML.
10. Describe the purpose of XML markup in terms of meeting organizational or business needs.

11. Design, develop, and deploy for public consumption a simple e-business solution that demonstrates the application of XML and XSL to the important e-business strategy of interoperability and data sharing.
12. Explain what RSS is and how it is used today.

Assigned Reading

In Internet & World Wide Web: How to Program by P.J. Deitel and H.M. Deitel:

Chapter 14 XML and RSS, pp. 515 – 587.

Chapter 21 Web Servers (IIS and Apache), pp. 858 – 878.

Chapter 22 Database: SQL, MySQL, ADO.NET 2.0 and Java DB, pp. 879 – 904.

Learning Unit Six: Server-Side Functionality for e-Commerce

UH CoT CIS program coverage time: 6 classroom hours (weeks 15 and 16)

Description:

Even with all the technologies introduced in Units One through Five, complete functionality and a desktop application – like feel for Web applications cannot be achieved without server-side functionality. This unit explores the need for and benefits of server-side web application development.

Topics:

String Processing and Regular Expressions in PHP
ASP.NET
Visual Studio IDE
ADO.NET

Learning unit outcomes:

The student will be able to:

1. Explain the purpose of server-side programming technologies and name predominant server-side technologies and platforms currently in use, identifying them as open source or proprietary.
2. Employ regular expressions to implement pattern matching functionality and to process text input.
3. Create a web application with several ASP.NET web forms and to manage state for the application data.
4. Create a web application that delivers database data.
5. Design, develop, and deploy for public consumption a simple maintainable web site with dynamic content and interactive elements that employs XHTML, CSS, JavaScript, Dynamic HTML, AJAX, XML, and/or ASP.NET.

Assigned Reading

In Internet & World Wide Web: How to Program by P.J. Deitel and H.M. Deitel:

Chapter 23 PHP, pp. 905 - 955.

Chapter 24 Ruby on Rails, pp. 956 – 1008.

Chapter 25 ASP.NET 2.0 and ASP.NET Ajax, pp. 1009 – 1117.

Final Exam over Units 1 through 6, scheduled according to the UH Final Exam Schedule

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TENTATIVE COURSE SCHEDULE

An exact schedule of assignments and readings is available via the course web site.
Readings are to be completed ***prior*** to class.

WEEK OF	UNIT / TOPICS	ASSIGNMENT
(1) Monday, 22 Aug	Unit One: Computers, the Internet, and e-Commerce	In Deitel & Deitel: Read Chapters 1 and 2
(2) Monday, 29 Aug	Unit One: Computers, the Internet, and e-Commerce	In Deitel & Deitel: Read Chapter 3
Sunday, 4 Sep*	Unit One Discussion - Web 2.0	Discussion 01 Due Glossary 01 Due
(3) Monday, 5 Sep	Unit Two: Markup for e-Commerce Interface	In Deitel & Deitel: Read Chapter 4
Monday, 5 Sep	Labor Day Holiday	No class
Tuesday, 6 Sep	Prerequisite Check information must be turned in by this date	Prerequisite Check Due
Wednesday, 7 Sep	ORD - Official Reporting Day (12th class day) Last day to drop a course or withdraw without receiving a grade. Last day to drop a course without hours counting towards the Enrollment Cap for Texas Residents. NOTE: Tuition is higher for hours in excess of the cap.	Drop the course on or before this day and it is as if you never registered for it – with respect to your permanent record. This has nothing to do with policies about refunds.
Sunday, 11 Sep	Unit One Learning Assignment - e-Commerce and Web 2.0 Unit One Quiz	Learning Assignment 01 Due Quiz 01 Due
(4) Monday, 12 Sep	Unit Two: Markup for e-Commerce Interface	In Deitel & Deitel: Read Chapter 5
Sunday, 18 Sep	Unit Two Discussion	Discussion 02 Due Glossary 02 Due
(5) Monday, 19 Sep	Unit Three: Client-Side Scripting	In Deitel & Deitel: Read Chapter 6 Read Chapter 7
Sunday, 25 Sep	Unit Two Learning Assignment Unit Two Quiz	Learning Assignment 02 Due Quiz 02 Due
(6) Monday, 26 Sep	Unit Three: Client-Side Scripting	In Deitel & Deitel: Read Chapter 8 Read Chapter 9
Friday, 30 Sep	End of regular filing period to apply online for graduation with $25 non-refundable fee.	

WEEK OF	UNIT / TOPICS	ASSIGNMENT
Saturday, 1 Oct	Beginning of late filing period to apply online for graduation - non-refundable $50 fee. Late Filing period runs from Saturday, October 1, 2011 through Friday, October 28, 2011. Go to myUH (Peoplesoft) to apply.	
Sunday, 2 Oct	Unit Three Discussion	Discussion 03 Due Glossary 03 Due
(7) Monday, 3 Oct	Unit Three: Client-Side Scripting	In Deitel & Deitel: Read Chapter 10
Sunday, 9 Oct	Unit Three Learning Assignment Unit Three Quiz	Learning Assignment 03 Due Quiz 03 Due
(8) Monday, 10 Oct	Midterm Exam over Units 1, 2, and 3	Covers material from Deitel & Deitel: Chapters 1 through 10, plus outside reading on e-commerce
Wednesday, 12 Oct	Midterm Exam	
(9) Monday, 17 Oct	Unit Four: Dynamic HTML and AJAX	In Deitel & Deitel: Read Chapter 11 Read Chapter 12
(10) Monday, 24 Oct	Unit Four: Dynamic HTML and AJAX	In Deitel & Deitel: Read Chapter 13 Read Chapter 15
Friday, 28 Oct	End of late filing period to apply online for graduation with $50 non-refundable fee	
Sunday, 30 Oct	Unit Four Discussion	Discussion 04 Due Glossary 04 Due
(11) Monday, 31 Oct	Unit Five: XML and Database for e-Commerce	In Deitel & Deitel: Read Chapter 14 Read Chapter 21
Wednesday, 2 Nov	Last day to drop a course or withdraw with a 'W'	
Sunday, 6 Nov	Unit Four Learning Assignment Unit Four Quiz	Learning Assignment 04 Due Quiz 04 Due
(12) Monday, 7 Nov	Unit Five: XML and Database for e-Commerce	In Deitel & Deitel: Read Chapter 22
Sunday, 13 Nov	Unit Five Discussion	Discussion 05 Due Glossary 05 Due
(13) Monday, 14 Nov	Unit Six: Server-Side Functionality for e-Commerce	In Deitel & Deitel: Read Chapter 23 Read chapter 24
Sunday, 20 Nov	Unit Five Learning Assignment Unit Five Quiz	Learning Assignment 05 Due Quiz 05 Due
(14) Monday, 21 Nov	Unit Six: Server-Side Functionality for e-Commerce	In Deitel & Deitel: Read Chapter 25

WEEK OF	UNIT / TOPICS	ASSIGNMENT
Wednesday, 23 Nov	Thanksgiving Holiday	
Thursday, 24 Nov	Thanksgiving Holiday	Have a Happy Thanksgiving!
Friday, 25 Nov	Thanksgiving Holiday	
Saturday, 26 Nov	Thanksgiving Holiday	
Sunday, 27 Nov	Unit Six Discussion	Discussion 06 Due Glossary 06 Due
(15) Monday, 28 Nov	Unit Six: Server-Side Functionality for e-Commerce	
Saturday, 3 Dec	Last day of regular classes for Fall semester	
Saturday, 3 Dec	Unit Six Learning Assignment Unit Six Quiz	Learning Assignment 06 Due Quiz 06 Due
(16) Monday, 5 Dec	Prepare for Final Exam over Units 1, 2, 3, 4, 5, and 6	Covers material from Deitel & Deitel: Chapters 1 through 15, and 21 through 25, plus outside reading on e-commerce.
(17) Monday, 12 Dec	Prepare for Final Exam over Units 1, 2, 3, 4, 5, and 6	Covers material from Deitel & Deitel: Chapters 1 through 15, and 21 through 25, plus outside reading on e-commerce.
Monday, 12 Dec, 2 PM – 5 PM	Final Exam for Section 24062	
Friday, 16 Dec	Official Closing of Fall 2011 Semester	

IMPORTANT DATES TO REMEMBER

Important Date	Reason
Sunday, 4 Sep	Discussion 01 Due
Sunday, 4 Sep	Glossary 01 Due
Tuesday, 6 Sep	Prerequisites Check Due
Wednesday, 7 Sep	Last Day to Drop a course without hours counting toward the Enrollment Cap for Texas Residents. Last Day to Drop a course or withdraw without receiving a grade.
Sunday, 11 Sep	Learning Assignment 01 Due
Sunday, 11 Sep	Quiz 01 Due (covers Unit One)
Sunday, 18 Sep	Discussion 02 Due
Sunday, 18 Sep	Glossary 02 Due

Important Date	Reason
Sunday, 25 Sep	Learning Assignment 02 Due
Sunday, 25 Sep	Quiz 02 Due (covers Unit Two)
Sunday, 2 Oct	Discussion 03 Due
Sunday, 2 Oct	Glossary 03 Due
Sunday, 9 Oct	Learning Assignment 03 Due
Sunday, 9 Oct	Quiz 03 Due (Covers Unit Three)
Wednesday, 12 Oct	**Midterm Exam Covers Units One through Three**
Sunday, 30 Oct	Discussion 04 Due
Sunday, 30 Oct	Glossary 04 Due
Wednesday, 2 Nov	Last Day to Drop a course or withdraw with a 'W'
Sunday, 6 Nov	Learning Assignment 04 Due
Sunday, 6 Nov	Quiz 04 Due
Sunday, 13 Nov	Discussion 05 Due
Sunday, 13 Nov	Glossary 05 Due
Sunday, 20 Nov	Learning Assignment 05 Due
Sunday, 20 Nov	Quiz 05 Due
Sunday, 27 Nov	Discussion 06 Due
Sunday, 27 Nov	Glossary 06 Due
Wednesday, 30 Nov	Last Day of Class for Section 24062
Saturday, 3 Dec	Learning Assignment 06 Due
Saturday, 3 Dec	Quiz 06 Due
Monday, 5 Dec	Makeup Class Day As Needed
Monday, 12 Dec, 2 – 5 PM	**Final Exam covers Units One through Six for Section 24062**
Friday, 16 Dec	Official Close of Fall 2011 Semester

Blackboard

For CIS 2336 Students

CIS 2336 will be using Blackboard Vista.

- **What is Blackboard Vista?**

Blackboard Vista is an online course system with tools that help instructors put course material online. **Blackboard Vista** is the newest version of WebCT Vista.

- **How will I get my Blackboard Vista User Name?**

You will **NOT** get a User Name if your instructors do not use Vista for your courses. For Blackboard Vista, your User Name is your PeopleSoft ID.

- **What's my password for Blackboard Vista?**

Your initial password is your 6-digit birth date in the format **mmddyya!** where "a" is the first initial of your last name in lower case. The exclamation point is part of the password. For example: April 1, 1983 for Jane Smith would be entered as 040183s! You will be required to change your password the first time you log on and every 90 days after that.

- **Where do I find my Blackboard Vista courses?**

Once you have your User Name, go to http://www.uh.edu/blackboard. Click the blue "Log in Here Blackboard Vista" button. Enter your User Name and password exactly as specified. Use "Check Your Browser" to check your computer configuration.

- **How do I get help using Blackboard Vista?**

Go to http://www.uh.edu/blackboard and click on "Student Help" to see a variety of options. Students can also call 713-743-1411 or send email to support@uh.edu.

DISCLAIMER/SYLLABUS CHANGE

While every effort is made to ensure that all information and dates are accurate at the time of creating the syllabus, the instructor reserves the right to make changes to the course as needed. Modifications include, but are not limited to, adding quizzes and changing assignments and/or due dates. Verbal notification at any regularly scheduled class meeting, or through any of the established means of communication such as Blackboard Vista email or announcements, will constitute sufficient notice. Students are responsible for keeping abreast of any changes. The original syllabus will be maintained on Blackboard Vista.