IS7012 - Intro. To Web Development with .NET

Winter 2017

<table>
<thead>
<tr>
<th>Section</th>
<th>Time</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Section 1</td>
<td>Sat: 9:00 AM - 12:50 PM</td>
<td>Lindner 109</td>
</tr>
<tr>
<td>Section 2</td>
<td>Wed: 6:00 PM - 9:50 PM</td>
<td>Lindner 110</td>
</tr>
</tbody>
</table>

- Instructor: Michael Gattuso
- Email: michael.gattuso@uc.edu
- Telephone: 513-334-0095 (you may also text me attendance issues at this number)
- Office: N/A
- Hours: As an adjunct instructor I have no set hours. I will be available 30 minutes before and after class as needed. Other time can be set up as needed.

Course Description

This course is an introduction to web development on the Microsoft ASP.NET platform using Visual Studio. Students will be introduced to common web development topics and paradigms. Students will be expected to create web-based applications using the Microsoft ASP.NET framework and C#.

Pedagogical Approach

The course will be a combination of lectures, demonstrations and in-class lab sessions. The general weekly schedule for the class will be:

<table>
<thead>
<tr>
<th>Section 1</th>
<th>Section 2</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>6:00pm – 7:50pm</td>
<td>09:00am - 10:50am</td>
<td>Lecture / Demonstrations</td>
</tr>
<tr>
<td>7:50pm – 8:00pm</td>
<td>10:50am - 11:00am</td>
<td>Break</td>
</tr>
<tr>
<td>8:00pm – 9:50pm</td>
<td>11:00am - 12:50pm</td>
<td>Lab</td>
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The instructor reserves the right to adjust the schedule based on the material to be covered on any given week.
Course Materials

This course has no required texts but we will lean heavily from the online resources:

- Learn about ASP.NET MVC, [http://www.asp.net/mvc](http://www.asp.net/mvc), Microsoft
- Lynda, [www.uc.edu/ucit/learningtechnologies/lynda.html](http://www.uc.edu/ucit/learningtechnologies/lynda.html)

Additional Reading Material

Furthermore, depending on the student’s level of expertise with HTML and the need for further ASP .Net information, the following resources are recommended:

- **Professional ASP.NET MVC 4** by Jon Galloway; Phil Haack; Brad Wilson; K. Scott Allen. Published by Wrox. Print ISBN: 978-1-118-34846-8. This book is also available on Safari Books Online (accessible for free to UC students through UC libraries)
- **C# 4.0 How-To** by Ben Watson. Published by Sams. Print ISBN: 978-0-672-33063-6. This book is also available on Safari Books Online

Online Resources

- Stack Overflow - [http://www.stackoverflow.com/](http://www.stackoverflow.com/)
- W3Schools - [http://www.w3schools.com/](http://www.w3schools.com/)
- Four Guys from Rolla - [http://www.4guysfromrolla.com/](http://www.4guysfromrolla.com/)
- DevASP.Net - [http://www.devasp.net/](http://www.devasp.net/)

Additional references about ASP .NET and C# .NET are available upon request to those interested in expanding their knowledge in the area. Additionally, extra materials will be posted as necessary.

Communication with Instructor

Personal Contact

Although there are no designated office hours, the instructor plans to arrive 30 minutes before class and can meet with students both before and after class.
Electronic Communication

E-mail is preferred over telephone as a contact mechanism. The instructor will try to reply to each message as early as possible. Email should be sent to michael.gattuso@uc.edu.

Blackboard / Canopy

The instructor makes use of Blackboard to broadcast announcements and general information to students. All general announcements will be made via Blackboard. Students should also notice that all email messages sent by the instructor are stored in Blackboard. Project deliverables should be submitted via blackboard.

Homework

Assignments: Homework each week is to complete the labs started in class (if not completed during the class period). There will be project deliverables each week and occasionally an additional specific homework assignment. Assignments are to be completed individually.

Team Work

You will work in teams to deliver your final project. Teams must consist of 3 members. The only exception to this rule is if there is an unequal number of students in the class. Teams should divide the work fairly to allow each member to gain experience with the material. Each member of the team will submit a team performance evaluation, for the other members of the team, which will be due the last of class. Each member of the team will evaluate their team members effort and contribution out of a score of 10. Scores of less than 10 will require a written statement to explain the point reduction. Group members who fail to submit a group evaluation will have their individual project score reduced by 10 points (a full letter grade).

The group evaluation will impact a student's grade in the following manner:

- In the instance that both teammates evaluate you at less than 10 (each) you will receive a point reduction equal to the points reduced from 10. E.g. if team member 1 evaluates you as an 8 and team member 2 evaluates you as 7 then you will receive a 5 point reduction from from your final project grade.
- If one team mates evaluates you at a 10 and the other at a 7 or less then you will receive a point reduction total to the difference between the sub-7 score and 10. E.g. if team member 1 evaluates you at a 10 and team member 2 evaluates you at a 6 you will receive a 4 point reduction.
Evaluation issues and / or concerns can be discussed with the instructor.

Attendance

Attendance and class participation are critical to learning in this course; so, attendance for scheduled classes is expected. Absence for a class does not relieve one of responsibility for the subject matter, assignments when they are due, and other course-related issues discussed during that class period.

Students may miss up to one class without written justification without any repercussion to their grades. Students who miss a second class will automatically receive an “F” as their final grade.

Academic Honesty

The University Rules, including the Student Code of Conduct, and other documented policies of the department, college, and university related to academic integrity will be enforced. Any violation of these regulations, including acts of plagiarism or cheating, will be dealt with on an individual basis according to the severity of the misconduct.

Special Needs Policy

If you have any special needs related to your participation in this course, including identified visual impairment, hearing impairment, physical impairment, communication disorder, and/or specific learning disability that may influence your performance in this course, you should meet with the instructor to arrange for reasonable provisions to ensure an equitable opportunity to meet all the requirements of this course. At the discretion of the instructor, some accommodations may require prior approval by Disability Services

Course Grading

The following items will determine your grade in this course:

<table>
<thead>
<tr>
<th>Labs and Homework</th>
<th>50%</th>
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</thead>
<tbody>
<tr>
<td>Project</td>
<td>50%</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100%</strong></td>
</tr>
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### Grade Scale

<table>
<thead>
<tr>
<th>Range</th>
<th>Grade</th>
<th>Range</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>93% - 100%</td>
<td>A</td>
<td>77% - 79.9%</td>
<td>C+</td>
</tr>
<tr>
<td>90% - 92.9%</td>
<td>A-</td>
<td>70% - 76.9%</td>
<td>C</td>
</tr>
<tr>
<td>87% - 89.9%</td>
<td>B+</td>
<td>0% - 72.9%</td>
<td>F</td>
</tr>
<tr>
<td>83% - 86.9%</td>
<td>B</td>
<td></td>
<td></td>
</tr>
<tr>
<td>80% - 82.9%</td>
<td>B-</td>
<td></td>
<td></td>
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### Course Schedule

<table>
<thead>
<tr>
<th>Week of</th>
<th>Material</th>
<th>Project &amp; Homework Deliverables</th>
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</table>
| Aug 21  | 1. Course Introduction  
2. Getting started with MVC  
3. Basic Models, controllers and Views | N/A                             |
| Aug 28  | 1. Validation Rules & Business Logic  
2. View Models | Exercises: Week 1 Exercises  
Asp.net: Getting started with MVC sections 1 - 7  
Project: Submit team  
Lynda*: Up and Running with C# Sections 1 & 2 |
| Sep 4   | Learning HTML & CSS with BootStrap 3 | Exercises: Week 2 Exercises  
Project:  
1. Create basic models, controllers & views  
2. Create validation rules & business logic  
3. Create view models  
Lynda*: Up and Running with C# Section 3 |
| Sep 11  | 1. Multi-tenancy  
2. Search | Exercises: Week 3 Exercises  
Project: Update the HTML & CSS  
Lynda*: Bootstrap 3 Essential Training, sections 1-5 |
| Sep 18  | More on authorization, authentication & security | Exercises: Week 4 Exercises  
Project: adding search & multi tenancy  
Lynda*: ASP.NET MVC Essential Training, sections 1-3 |
| Sep 25  | Adding a new feature using all of the tools learned in this course | Lab: Code Corner 5 Lab  
Project: adding authorization and secure code  
Lynda*: ASP.NET MVC Essential Training, sections 4-5 |
| Oct 2   | No class | Deliver Project |

* All Lynda assignments are optional and will not be collected. Highly recommended if you are newer to programming. They should be completed if you are stuck on a problem.