CSC 164 Introduction to Scripting for New Media

General Information

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Department
Computing Sciences

Course Prefix
CSC

Course Number
164

Course Title
Introduction to Scripting for New Media

Course Information

Credit Hours
3

Lecture Contact Hours
3

Lab Contact Hours
0

Other Contact Hours
0

Catalog Description
Introduction to scripting for New Media serves as a beginning level programming course for AS New Media students. This course emphasizes problem solving by way of the development and implementation of scripts in a web based environment. Writing code and using external scripting libraries in a structured object oriented scripting language will be covered. A contemporary scripting language is used throughout the course.

Key Assessment
This course does not contain a Key Assessment for any programs
Prerequisites
CSC 162

Co-requisites
None

Grading Scheme
Letter

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course
None

Course Learning Outcomes

Course Learning Outcomes

1. Use operators, variables, arrays, control structures, functions and objects in a scripting language
2. Map HTML using the DOM - Document Object Model
3. Identify popular scripting libraries. Use these libraries
4. Create dynamic styles
5. Create animation on a web page
6. Create forms and use regular expressions for form validation
7. Build an application using scripts and external code libraries of scripts
8. Create a web based application that has a user interface that follows good GUI design guidelines
9. Debug a script
10. Plan a web based application (that contains many scripts), develop an application and present it to the class
Outline of Topics Covered

a. Introduction to Scripting
   i. Using an editor to write a script
   ii. Standalone script, and scripting within an html file
   iii. Execution in a browser

b. Intro to Functions
   i. Why we use them
   ii. How to use them
   iii. How to write them

c. Writing Loops
   i. For, While constructs

d. Control Flow
   i. If (conditional) statements and other ways to control execution in a script

e. Data Structures
   i. Arrays
   ii. Other objects, classes and methods

f. Using Scripting Libraries
   i. Define them, discuss advantages and disadvantages of their use
   ii. Frameworks, and using some of the more current/popular ones
   iii. Using CDN (Content Delivery Networks)

g. Putting everything together
   i. Developing an effective interface
   ii. Using all your resources to plan, design and develop a solid application