OTTERBEIN UNIVERSITY

COMP 3700
Web Development
Fall 2025

Class	MWF 11:30 a.m. - 12:25 p.m. in COMM 156
Class Web Page	http://faculty.otterbein.edu/DStucki/COMP3700/index.html
Instructor	David J. Stucki
Office	COMM 141
Office Hours	MWF 12:30-1:30 p.m. or by appointment
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Office Phone	823-1722

Description The design and development of dynamic and interactive web sites, including specification of content (HTML), presentation (CSS), client side interaction through scripting languages (JavaScript), and server side processing through scripting languages (PHP, Node.js, React) and database interaction (MySQL).

Prerequisites COMP 2000

Objectives By the end of this course you should be able to

- create static web page content using validated HTML and HTML5;
- customize the presentation of HTML pages using validated CSS and CSS3;
- create dynamic and interactive web pages using JavaScript, jQuery, and React;
- develop customized web server capabilities using Node.js;
- use JavaScript object and event models effectively;
- use Python frameworks to create interactive web apps;
- combine all of the above to design and create and present a dynamic web-based application;
- give a technical presentation to the class on a topic relevant to the course.

Program Learning Outcomes We have defined a set of 11 Student Learning Outcomes (SLO) for the Computer Science major. Your work in this course contributes to the following SLOs:

2. Students can methodically solve algorithmic problems.
6. Students can apply development practices and processes to a variety of problems.
7. Students can independently learn and apply new methods and tools.
8. Students can effectively present a curricular topic to an audience.

Texts

HTML and CSS: The Comprehensive Guide, Jurgen Wolf, (Rheinwerk Computing, 2023).

ISBN: 978-1-4932-2423-4

Optional, but strongly recommended

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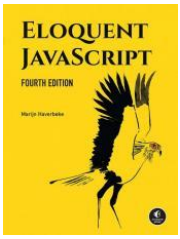

Eloquent JavaScript, 4th ed., Marijn Haverbeke.,
(no starch press, 2024)

ISBN: 9781718504103

Optional, and available for free here:
https://eloquentjavascript.net/

Additional reading materials will be provided. We will also use free online resources such as tutorials.

Work Load

"Students are expected to spend three hours per week (including class hours) in study for each semester hour of credit attempted." (from the Course Catalog) Since COMP 3700 is 3 (Semester) Credit Hours, 126 hours of study is expected: 42 hours in class (3 hours per week), and ***84 hours beyond class hours (6 hours per week)***.

Assignments

There will be several small projects to be solved, as well as a capstone project. All projects are individual work. The small projects will cover the major development technologies of this course: HTML, CSS, JavaScript, Node.js, React, Python. The capstone will be a full stack dynamic web-based application of your own design. Late work incurs a 10% penalty per day.

You will be assigned a presentation on a technical topic relevant to the course. You will also present your capstone project at the end of the semester.

Exams

There will be no exams. There will be six quizzes covering language fluency (HTML, CSS, JavaScript, etc.). We WILL use the final exam time for capstone presentations, so attendance at the final exam is mandatory (**Thursday, December 11 at 8:00am**).

Participation

We will follow some active learning practices in this class, including collaborative activities and projects. Your attendance and participation is essential to not only your success but also to the success of your collaborators. You are however tuition-paying adults capable of assessing the consequences of not attending class and lab sessions. I will not assign points for attendance or participation. If you need to leave class early for any reason, please let me know before class begins.

Disability Services

The University has a continuing commitment to disability inclusion (e.g., learning disabilities, mental health diagnoses, and chronic or temporary medical conditions). Disability Services (DS) helps to facilitate reasonable accommodations, provides referrals to students interested in exploring a potential diagnosis, and assists students and faculty to minimize barriers for an accessible educational experience. If you need accommodations or guidance, please contact Disability Services (DS) at DisabilityServices@otterbein.edu as soon as possible or visit www.otterbein.edu/ods for more information. While we strive to meet your needs within the parameters of our course requirements and learning objectives, accommodations are not typically retroactive and late requests may not be guaranteed. Please let us know how we can best support you. I am happy to discuss this privately with you as well.

Generative AI

Artificial Intelligence (AI) is any computer system designed to perform a cognitive or behavioral task historically believed to be one only humans can perform. Generative AI is a term used for recent AI systems that generate significant quantities of content such as text, images, audio, or video from a short input prompt, usually text.

Authentic and meaningful learning is inseparable from students doing work that is entirely their own. Any attempt or effort to replace your own individual human intelligence with a form of machine or artificial intelligence to perform on exams or generate code, or submitting work that includes or is derived from AI-generated materials shall be considered an act of academic dishonesty.

Academic Misconduct Policy

Academic Integrity is our commitment to be honest, fair, and ethical in our scholarly work. Professors follow these principles in their research and teaching, and students must do the same in their learning and their work after graduation.

Assignments and exams are given in classes so that the professor can accurately assess your learning and give you helpful feedback to improve your learning. Academic misconduct misrepresents your knowledge and skills and thus harms your learning.

Academic dishonesty includes cheating, complicity, falsification, multiple submission, and plagiarism. To understand better what each of these kinds of dishonesty entails, see the full statement on Academic Dishonesty in Section 8 of the Campus Life Handbook.

All cases of suspected Academic Dishonesty will be forwarded to Academic Affairs. To learn more about the process, see the above cited section of the *Campus Life Handbook*. Academic Dishonesty may result in failure of the assignment or the course itself, or even suspension or expulsion proceedings. If you are uncertain about what is allowable in completing assignment and exams, please speak with your professor.

Students are encouraged to help each other learn the course material. Unless specifically prohibited, you may discuss homework problems and lab exercises with one another. Participants in these discussions usually enjoy the benefit of deeper and greater learning. However, all work submitted for evaluation that is based on discussions with others must be your own work; created with your own hands and fingers while thinking it through. Any work submitted for evaluation that includes work done by another, copying of another's work, or the result of following another's step-by-step keystrokes and mouse clicks, is a case of academic misconduct.

Grading

Assignment	*Weight*
Assignments	45%
Term Project	25%
Topic Presentation	15%
Quizzes	15%

Range	*Grade*	*Range*	*Grade*
93 - 100%	A	73 - 76.9%	C
90 - 92.9%	A-	70 - 72.9%	C-
87 - 89.9%	B+	65 - 69.9%	D+
83 - 86.9%	B	60 - 64.9%	D
80 - 82.9%	B-	0 - 59.9%	F
77 - 79.9%	C+		
