Course Information Form (CIF)

Course Code: CSC 175

Course Title: JavaScript Development

Department: Business/Computer Science and Technologies
Effective Date: Summer 2026
PCS Code: 1.2 - Occupational/Technical Instruction
CIP Code: 11.0201
Repeatability: 0

Credit Hours

Catalog Notation: 2-2-3
Credit Hour Distribution:

Lecture: 2	Lab: 2	Clinical: 0	**Total: 3**

General Course Information

Catalog Description

Basic programming skills using the JavaScript language to enhance websites; developing JavaScript applications and utilities; and gaining a deeper understanding of web development techniques.

General Course Objectives

To examine the uses of scripts for client side development of Web sites. The purpose of the scripts is to enhance the functionality of Web pages beyond HTML and CSS alone. It will help the students to understand introductory programming concepts. In addition, students will be able to create dynamic and interactive webpages.

Minimum Placement Levels

English	Reading	Math
None	None	None

Prerequisites

Credit in CIS 152 or approval of department chair

Methods of Evaluation

8 or more quizzes, 4 or more web projects, 1 midterm exam, 1 comprehensive final, and 16 or more lab web assignments. Instructors should use additional methods as they see fit.

Instructional Materials and Additional Supplies

Murach's Java Script and jQuery, 978-1-890774-70-7 or current edition
Modern Web browser. Currently, Dreamweaver, Expressions Web, and Adobe creative suite are installed in labs where the course is taught. Costs for software typically occur every other year.

Course Content

General Learning Outcomes (GLOs)

- Technology: Students will demonstrate the ability to evaluate, select, and appropriately use current and emerging tools.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Basic Web Management	1. Demonstrate use of UNIX. 2. Explain the current configuration of the networks. 3. Produce a basic website.	2	2	0
Review of XHTML and CSS	1. Explain basic HTML tags and HTML tables.	3	3	0
Lexical Structure	1. Recognize white space line breaks, literals, and identifiers.	2	2	0
Variables	1. Use variables to store values.	2	2	0
Expressions and Operators	1. Design and develop programs that do basic mathematical and string operations.	3	3	0
Statements	1. Design and develop programs using conditionals and loops.	5	5	0
Functions and Libraries	1. Design and develop programs using functions, the call object, and the arguments object.	3	3	0
Objects	1. Recognize and use document objects to modify the appearance of a white space.	3	3	0
Windows the Document Object	1. Use basic programming concepts to create desired output.	3	3	0
Dynamic Events and Event Handling	1. Use JavaScript libraries to create dynamic Web pages.	4	4	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
30	30	0