This will be red. This is the first week of classes for this course. I am sticking with the calendar, so I am calling it week #2, but... This semester we will be looking at both HTML5 and XHTML. Here is an example of both styles. Code for a basic sample of HTML5. Code for a basic sample of XHTML. I want you to look at HTML5 sample code and then HTML5 - intro and XHTML sample code and then XHTML - intro. You can also look at getting started under XHTML. There are presentations to accompany HTML5. Because I do the Smartboard, I have stopped doing the presentations and focused on the Smartboard explanations. We will also look at validation in both HTML5 and XHTML. The validator is located at W3. If you validate by File Upload and browse to find your file and then click on check, the validator will give you feedback. Validator is available for help Tues and Thurs from 1:45 and 2:15 for anyone who wants some help. Hopefully I will be in K101, if not look for me in K112 and we will find a lab. Assignments to turn in. Please browse my website and become familiar with what is there. Survey of past experience - must be completed by all students first HTML assignment.

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This semester we will be looking at both HTML5 and XHTML. Here is a code for a basic example of HTML5 code for a basic example of XHTML HTML5 - intro and XHTML sample code and then XHTML - intro. You can see presentations to accompany XHTML. Because I do the Smartboard, on the Smartboard explanations. We will also look at validation in if you validate by File upload and browse to find your file and the Validator I will be available for help Tues and Thurs afternoon. Hopefully I will be in K101, if not look for me in K112 and we will please browse my website and become familiar with what is there. Su First HTML assignment. In XHTML.

This will be red. This is the first week of classes for this course. An example of both styles: Code for a basic example of HTML5 CSS.
can change to fixed
This is the page header.
This has static positioning which is the normal type of positioning.
This has absolute positioning which is the second type of positioning with style.
This has relative positioning.
The page has an id of container. Within container are the header, content and footer - I set each up as a class.
Computer Information Systems Department

Web Developer/Multimedia and the Internet

Web Developer - Program Goals

Students will be prepared for entry-level positions in creative development, programming, database and multimedia Web site.

Multimedia and the Internet

Students will be prepared for entry-level positions in multimedia and Internet technologies. They will develop and maintain websites, using technologies.

Contact Information
Computer Information

Web Developer/Multimedia

Web Developer - Program Goals Statement

Students will be prepared for entry-level positions in Web development, multimedia development, and database management. They will develop skills in the design and development of websites, multimedia, and database technologies.

Multimedia and the Internet - Program Goals Statement

Students will be prepared for entry-level positions in multimedia and Internet technologies. They will develop skills in the design and development of websites, multimedia, and database technologies.

Contact Priscilla Grocer:
Computer Information Systems Department

Web Developer/Multimedia and the Internet
Computer Information Systems Department

Web Developer/Multimedia and the Internet

Web Developer - Program Goals Statement
Computer Information Systems Department

Web Developer/Multimedia and the Internet

Web Developer - Program Statement

Students will be prepared for entry-level positions in Web development, database technology, software design and development, and network administration.

Multimedia and the Internet - Program Goals Statement

Students will be prepared for entry-level positions in creative development, programming, database design and development, and network administration. They will develop the knowledge and skills necessary for the creative development and maintenance of basic web sites and computer systems, as well as emerging technologies.

Contact Us

Trieste Gilmore, Chair CIS Department
Computer Information Systems Department

Web Developer/Multimedia and the Internet

Web Developer - Program Goals Statement

Students will be prepared for entry-level positions in Web development. They will develop the knowledge and skills in creative development, programming, database, and Web site technology to design, develop, implement and maintain a professional Web site.

Multimedia and the Internet - Program Goals Statement

Students will be prepared for entry-level positions in a variety of professional settings that require an understanding of multimedia and Internet technologies. They will develop the knowledge and skills necessary for the creative development and maintenance of websites, basic databases, and computer programs, as well as emerging technologies.

Contact Priscilla Groce, Chair CIS Department
<div id="content">
  <h1>Computer Information Systems Department</h1>
  <p>Students will be prepared for entry-level positions in Web development. They will develop the knowledge and skills in current development, programming, database, and Web site technology to design, develop, implement and maintain a professional Web site. (Ref 1)</p>
  <p>Students will be prepared for entry-level positions in multimedia and the Internet. They will develop the knowledge and skills necessary for creative development and maintenance of websites, basic databases and computer programs, as well as emerging technologies. (Ref 2)</p>
</div>
Computer Information Systems Department

Web Developer/Multimedia and the Internet

Web Developer - Program Goals Statement
Students will be prepared for entry-level positions in Web development. They will develop the knowledge and skills in creative development, programming, database, and Web site technology to design, develop, implement and maintain a professional Web site.

Multimedia and the Internet - Program Goals Statement
Students will be prepared for entry-level positions in a variety of professional settings that require an understanding of multimedia and Internet technologies. They will develop the knowledge and skills necessary for the creative development and maintenance of websites, basic databases and computer programs, as well as emerging technologies.

CIS options
The CIS Department has 10 different options. Check the BCC website for more information and a list of courses.

Contact Priscilla Grover, Chair CIS Department
CIS options

The CIS Department has 10 different options. Check the BCC website for more information and for a list of courses.

Contact Kristin Grocer, Chair CIS Department
Now we will look at JavaScript and logic.

Programs have these abilities:

- Sequence
- Selection
- Loop

![Flowchart](chart.png)
Create memory to hold variables

Sequence

Selection

Loop

assign

compare for equal

START

Define

var

Firstnum

Secondnum

WhatdoU

if (WhatdoU == "*" || WhatdoU == "/")

WhatdoU = "Mult"

WhatdoU = "Div"

Write Ans

Stop
areas in memory to hold variables

assign

compare for equal

START

Define

var

firstnum

Secondary

whatever

Sequence

Selection loop

STOP

write
The condition is in parenthesis and what to if it is true are enclosed in {} after the else, what to do if false are enclosed in {}.

Anything but * will be divided.
Now * will result in a multiply, / will result in a divide and anything else will print out the word Problem.
The answer is Problem
I asked the students to add in the code to allow addition and subtraction to be processed as well.
```javascript
<body>
<script type="text/javascript">
    var ans = 0;
    var firstnum = 0;
    var secondnum = 0;
    var whattodo;
    firstnum = prompt("Enter the first number", 0);
    secondnum = prompt("Enter the second number", 0);
    whattodo = prompt("Enter * or / or + or -", "");
    if (whattodo == "*")
    {
        ans = firstnum * secondnum;
    }
    else
    {
        if (whattodo == "/")
        {
            ans = firstnum / secondnum;
        }
        else
        {
            if (whattodo == "+")
            {
                ans = parseInt(firstnum) + parseInt(secondnum);
            }
            else
            {
                if (whattodo == "-"")
                {
                    ans = firstnum - secondnum;
                }
                else
                {
                    ans = "Problem";
                }
            }
        }
    }
    document.write("The answer is ", ans);
</script>
</body>
```
<script type="text/javascript">
var ans = 0;
var firstnum = 0;
var secondnum = 0;
var whattodo;
firstnum = prompt("Enter the first number",0);
secondnum = prompt("Enter the second number",0);
whattodo = prompt("Enter * or / or + or -","");
if (whattodo == "+")
{
    ans = parseInt(firstnum) + parseInt(secondnum);
}
else
{
if (whattodo == "/")
    ans = firstnum / secondnum;
else
    if (whattodo == "-")
        ans = firstnum - secondnum;
    else
        ans = "Problem";
}
document.write("The answer is ", ans);
</script>
The pay for this week is 2100

```html
1) <DOCTYPE html>
2) <html>
3) <head>
4) <title>Document</title>
5) <meta charset="UTF-8">
6) </head>
7) <body>
8) <script type="text/javascript">
9) var payrate = 2;
10) var hourswork = 0;
11) var payhrs = 0;
12) var PAYCODE = "";
13) hourswork = prompt("Enter the hours worked",0);
14) payhrs = prompt("Enter the pay per hour",0);
15) PAYCODE = prompt("Enter A, B, C, or C","");
16) if (PAYCODE == "A")
17) payrate = hourswork * payhrs + 100;
18) else
19)  if (PAYCODE == "B")
20)  payrate = hourswork * payhrs + 20;
21)  else
22)  if (PAYCODE == "C")
23)  payrate = hourswork * payhrs + 30;
24)  else
25)  payrate = hourswork * payhrs;
26) </script>
27) </body>
28) </html>
```
Both conditions must be true to have the msg display OK.
```html
</DOCTYPE html>
<body>
<script type="text/javascript">
var gpa = 3.6;
var numbers = 50;
gpa = prompt("Enter the GPA ", 0);
numbers = prompt("Enter the number of credits ", 0);
if (gpa > 3.6 && numbers > 46) {
    document.write("Eligible for advanced courses");
    size;
}
else {
    document.write("Not eligible for advanced courses");
}
</script>
</body>
</html>
```
If A and B
   do 1
else
   do 2

If A or B
1
else
   problem 2
```html
<!DOCTYPE html>
<html>
<head>
    <title>Decision Logic</title>
    <meta charset="utf-8">
</head>
<body type="text/html">
    <script type="text/javascript">var quiz = [0];
        var numQuestions = 0;
        var gpa = prompt("Enter the Gpa ";0);
        var numCredits = prompt("Enter the number of credits ";0);
        if (gpa > 2.17 || numCredits > 45)
            {n
                document.write("Eligible for advanced courses");
            }
        else
            {document.write("Not Eligible for advanced courses");
        }
    </script>
    </body>
    </html>
```
establish control outside ct

test control ct

change control cx
Note that the while loop tests prior to entering the loop - it is possible that the processing will never enter the loop.

```javascript
let x = 1;
while (x <= data_input) {
  document.write("This is number " + x + ",");
  x = x + 1;
}
```

"do> This is the end!!!"

establish control outside ct

```
test control ct
```

```
Change control cx
```

```
```

CT data_input

5 1 2 3 4 5 6

5
The do while loop is another way of writing a loop. With this loop the condition is at the bottom so the loop will always be executed at least once.
<!DOCTYPE html>
<html>
<head>
  <head>
    <title>My Website</title>
  </head>
  <body>
    <script type="text/javascript">
      var data_input = 0;
      data_input = prompt("How many times should I write the line", 0);
      var i = 0;
      while (i < data_input) {
        document.write("This is number ", i + ", ");
        i = i + 1;
      }
      document.write("This is the end!!!");
    </script>
  </body>
</html>
Enter a 0 and the loop is never entered.
```html
<DOCTYPE html>
<head>
    <script type="text/javascript">
    var data_loop = 5;
    var data_inputs = "How many times should I write the line?",0;
    for (i=1; i <= data_inputs; i=i+1) {
        document.write("This is number "+ i + " this is the end!");
    }
</script>
</head>
<body>
</body>
</html>
```
Removed the line that set `ct` to 1 outside the loop.
I put in a lot of alerts to see what is happening. Great debugging tool.
Loop followed by a decision

This is a JavaScript program that prompts the user for input. I have inserted some alert() commands in here to show the programmer the progression through the program. This is an excellent debugging tool. If things are not working the way you want them to, put in an alert() and see what is really happening.
This is a JavaScript program that produces things that are not working the way you expected.

Loop followed by an if:

```
var inputPoints;
var totalPoints = 0;
var msg;
var i = 1;
while (i <= 3) {
    alert("Hi at beginning of loop "+ i);
    inputPoints = parseInt(inputPoints) + parseInt(inputPoints);
    alert("Local points after add "+ totalPoints);
    i = parseInt(i) + 1;
    if (totalPoints < 10) {
        msg = "Not enough points for a prize!";
    } else {
        if (totalPoints <= 50) {
            msg = "You can choose a prize from group B"
        } else {
            msg = "You can choose a prize from group A"
        }
    }
    document.write("<h2>" + msg + ":</h2>");
    } catch (e) {
        alert(e.message + ":" + e.filename + ":" + e.line + ":" + e.column + ":" + e.description + ":" + e.fileName + ":" + e.lineNumber + ":" + e.columnNumber + ":");
    }
```
This is a JavaScript program that prompts the user for input. I have inserted some `alert()` commands to show that things are not working the way you want them to, put in an `alert()` and see what is really happening.

```javascript
You can
```

```javascript
loop followed by a do...while loop
```

```javascript
This is a JavaScript program that prompts the user for input. I have inserted some `alert()` commands to show that things are not working the way you want them to, put in an `alert()` and see what is really happening.

```javascript
var i = parseInt(prompt("Enter an integer: ");
var totalPoints = 0;
var msg = "The total is ";
```
This is a Javascript program that prompts the user for input. I have inserted some alert() command to show the programmer the progression through the program. This is an excellent debugging tool. It is not working the way you want it to, but that is the same thing happening.

```javascript
var INPUTPOINTS = 3;
var totalPoints = 2;
var ct = 1;
while (ct < 2) {
    alert("at beginning of loop \( n \) = \( ct \));
    INPUTPOINTS = prompt("Enter the number of points you have earned",9);
    totalPoints = Math.floor(totalPoints + parseInt(INPUTPOINTS));
    alert("totalPoints after add \( n = totalPoints \));
    ct = parseInt(ct) + 1;
    if (totalPoints < 10) {
        msg = "Not enough points for a prize";
    }
    else {
        if (totalPoints < 50) {
            msg = "You can choose a prize from group B";
        }
        else {
            msg = "You can choose a prize from group A";
        }
        document.write("\( x + n \) = msg = "\( x + n \));
    }
}
```

Input Points: 100
Total Points: 0

\[ x = \frac{3}{2} \]
\[ y = 4 \]
Loop followed by a decision

This is a JavaScript program that prompts the user for input. I have inserted some `alert()` commands in here to show the programmer the progression through the program. This is an excellent debugging tool. If things are not working the way you want them to, put in an `alert()` and see what is really happening.

You can choose a prize from group A.
Now I asked the class to enter in the code to determine the winner.
```html
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<title>Point accumulation</title>
</head>
<body>
<script type="text/javascript">
var playerOneTotal = 0;
var playerTwoTotal = 0;
var playerOneEntry = 0;
var playerTwoEntry = 0;
var contProg = "y";
while (contProg == "y") {
    playerOneEntry = parseInt(window.prompt("Enter the points player one earned", 0));
    playerTwoEntry = parseInt(window.prompt("Enter the points player two earned", 0));
    playerOneTotal = playerOneTotal + playerOneEntry;
    playerTwoTotal = playerTwoTotal + playerTwoEntry;
    contProg = window.prompt("Do you want to play again, Y or N?", "");
}
document.write("The total for player one is: " + playerOneTotal);
document.write("<br>");
document.write("The total for player two is: " + playerTwoTotal);
</script>
</body>
</html>
```
March 07, 2016

Note with loops, the N frequently goes down.

Add code for who won.
There are three possibilities: Player one wins, Player two wins or tie.
You can ask these questions in a variety of ways and a variety of orders.
```html
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<title>Point accumulation</title>
</head>
<body>
<script type="text/javascript">
var playerOneTotal = 0;
var playerTwoTotal = 0;
var playerOneEntry = 0;
var playerTwoEntry = 0;
var contProg = "y";
while (contProg == "y") {
    playerOneEntry = parseInt(window.prompt("Enter the points player one earned"));
    playerTwoEntry = parseInt(window.prompt("Enter the points player two earned"));
    playerOneTotal = playerOneTotal + playerOneEntry;
    playerTwoTotal = playerTwoTotal + playerTwoEntry;
    contProg = window.prompt("Do you want to play again, Y or N?","");
}
document.write("The total for player one is: " + playerOneTotal);
document.write("<br>" + playerTwoTotal);
if (playerOneTotal > playerTwoTotal) {
    document.write("<br>Player One is the winner"MathfToolsUnpackValue);
} else {
    if (playerOneTotal < playerTwoTotal) {
        document.write("<br>Player Two is the winner"MathfToolsUnpackValue);
    } else {
        document.write("<br>score is tied - no winner"MathfToolsUnpackValue);
    }
}
</script>
</body>
</html>
```
Math Facts

1 - 1 = 2
1 - 2 = 3
3 - 3 = 6

The end of the math facts
Math Facts

1 = 1 + 0
2 = 1 + 1
3 = 1 + 2
4 = 1 + 3
5 = 1 + 4
6 = 1 + 5

The end of the math facts

ctin

```
<DOCTYPE HTML>
<html>
<head>
<title>This is a math facts program</title>
</head>
<body>
<h2>Math Facts</h2>
<br>
```

```
var ct = 1;
while (ct <= 6) {
  ctnet = ct + ctin;
  document.write("ct = " + ct + " + ctin = " + ctnet + " = ans = " + <br />");
  ct = ct + 1;
}
</script>
</body>
</html>
```

ct + 2
3
ctin
ans
2
3
4
5
6
8
9