Introduction to Web Design & Computer Principles
CSCI-UA 4

Class 1
Introduction and Overview
What is the Internet?

A computer network consisting of a worldwide network of computer networks that use standardized network protocols to facilitate data transmission and exchange.
Node

From the Latin for “knot”

A point at which lines or pathways intersect or branch; a central connecting point

In computing, a piece of equipment, such as a PC or peripheral, attached to a network
The Internet and the World Wide Web
The Internet and the World Wide Web

The Internet and the Web are separate but related things.

The Internet is a massive network of networks, a networking infrastructure that connects computers globally.

The Web is a way of accessing information over the medium of the Internet, an information sharing model that is built on top of the Internet.

The Web is just one of the ways that information can be disseminated over the Internet but it is the one we are focused on in this class.
Internet Access
1980s–Present

- Personal Computing
- Portable Computing
- Mobile Computing
- Ubiquitous Computing
IBM 5150
1981
Apple PowerBook 540c
1993
Apple iPhone
2007
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Arduino Uno
2010

Nike+ Fuelband
2012

Apple Watch
2015
Digital Revolution

Afterglow

Represents a shift from analog and electronic technology to digital

These technological developments build upon and continue to inform each other today
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Digital Media

Modern vernacular of 1s and 0s

On/Off

Electrical impulses (+5v / -5v)

- Single 0 or 1 = 1 “bit”
- A group of 8 bits = 1 “byte”
- 1 million bytes ≈ 1 “megabyte”
- 1,024 megabytes = 1 “gigabyte”
- 1,000 gigabytes = 1 “terabyte”
00101011
Moore’s Law

Describes a constant rate of change in computer processor speed

The number of transistors that can be placed inexpensively on an integrated circuit doubles every two years.

The number of transistors is closely connected to processor speed, memory, etc.

Computer processor speed doubles approximately every two years

Digital media is in a constant state of flux
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Course Content

Web Design and Computer Principles

- Operating systems and Unix
- HTML
- CSS
- Image editing with Photoshop
- Website wireframing
- Responsive web design
- Animation
- Bootstrap web framework
- Web audio and video
- Scalable vector graphics
- Web hosting and domain names
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Class 1
Introduction and Overview
Anyone is free to use it
Usually free of charge
Source code is made available
Can be modified and redistributed
Introductions

Me

Joshua Clayton

jclayton@cs.nyu.edu

Room 420, Warren Weaver Hall

Office hours
• Monday, 9:30–11:00 a.m.
• Thursday, 11:00 a.m.–12:30 p.m.

cs.nyu.edu/cs/faculty/clayton
Introductions

You

• Name
• Where you’re from
• Describe your code literacy
• What interests you about this class
Syllabus

Attendance

You are expected to come to all classes and arrive on time.

Please let me know in advance if you will be out for any reason.

Please let me know if you miss class due to illness.

Computers are welcome in class but not required.

If you ever feel overwhelmed or need extra help, I will be available to you.
Syllabus

Texts

Required textbook

*HTML and CSS: Design and Build Websites*
Jon Duckett
ISBN: 978-1-118-00818-8

Optional textbook

*Photoshop CC: Visual Quickstart Guide*
(2015 release)
Elaine Weinmann, Peter Lourekas
ISBN: 978-0-134-30889-0
Syllabus

Assignments

There will be nine assignments over the course of the semester.

Details of each assignment will be posted on the class website.

All assignments are to be submitted via NYU Classes.

Do your best to turn work in on time. 10% will be deducted for each week after the deadline.

No assignments will be accepted after three weeks or after the final exam.
Syllabus

Grading Rubric

Assignments: 40%
Midterm exam: 25%
Final exam: 35%
For Next Class

Review class website

Get access to textbook and read the “Introduction” chapter
cs.nyu.edu/courses/fall15/CSCI-UA.0004-003/