



# DGTL11006 Coding Fundamentals

## Term 2 - 2020

Profile information current as at 17/05/2022 01:53 pm

All details in this unit profile for DGTL11006 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

### General Information

#### Overview

Coding, also known as programming or scripting, is an essential literacy in our increasingly digital world. This unit provides a practical introduction to coding using the JavaScript language. You will learn about fundamental programming principles and how they relate to the syntax and control structures of a programming language. You will learn how to analyse computing problems, design algorithms that solve those problems, implement algorithms as computer programs, and test those programs on a computer. Many of the programs that you write in this unit will involve building interactivity into web pages with client-side JavaScript code.

#### Details

Career Level: *Undergraduate*

Unit Level: *Level 1*

Credit Points: 6

Student Contribution Band: 8

Fraction of Full-Time Student Load: 0.125

#### Pre-requisites or Co-requisites

There are no requisites for this unit.

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

#### Offerings For Term 2 - 2020

- Brisbane
- Bundaberg
- Cairns
- Mackay
- Noosa
- Online
- Rockhampton
- Sydney

#### Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

#### Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

## Class and Assessment Overview

### Recommended Student Time Commitment

Each 6-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

### Class Timetable

#### [Regional Campuses](#)

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

#### [Metropolitan Campuses](#)

Adelaide, Brisbane, Melbourne, Perth, Sydney

### Assessment Overview

#### 1. **Practical Assessment**

Weighting: 30%

#### 2. **Practical Assessment**

Weighting: 30%

#### 3. **Practical Assessment**

Weighting: 40%

### Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

## CQUniversity Policies

**All University policies are available on the [CQUniversity Policy site](#).**

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

## Previous Student Feedback

### Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

#### Feedback from Moodle student evaluation page

##### Feedback

Some students did not find the prescribed textbook helpful

##### Recommendation

The suitability of the prescribed textbook will be reviewed.

## Unit Learning Outcomes

### On successful completion of this unit, you will be able to:

1. understand and apply fundamental programming principles
2. explain the syntax and control structures of a programming language
3. design algorithms that solve computing problems
4. implement, test and debug algorithms with a programming language
5. build interactivity into web pages with client-side code.

Not applicable

## Alignment of Learning Outcomes, Assessment and Graduate Attributes



### Alignment of Assessment Tasks to Learning Outcomes

| Assessment Tasks               | Learning Outcomes |   |   |   |   |
|--------------------------------|-------------------|---|---|---|---|
|                                | 1                 | 2 | 3 | 4 | 5 |
| 1 - Practical Assessment - 30% | •                 | • | • | • |   |
| 2 - Practical Assessment - 30% | •                 | • | • | • | • |
| 3 - Practical Assessment - 40% | •                 | • | • | • | • |

### Alignment of Graduate Attributes to Learning Outcomes

| Graduate Attributes   | Learning Outcomes |   |   |   |   |
|-----------------------|-------------------|---|---|---|---|
|                       | 1                 | 2 | 3 | 4 | 5 |
| 1 - Communication     |                   | • |   |   |   |
| 2 - Problem Solving   | •                 | • | • | • | • |
| 3 - Critical Thinking | •                 | • | • | • | • |

| Graduate Attributes                                 | Learning Outcomes |   |   |   |   |
|---|-------------------|---|---|---|---|
|   | 1                 | 2 | 3 | 4 | 5 |
| 4 - Information Literacy                            | •                 | • | • | • | • |
| 5 - Team Work                                       |                   |   |   |   |   |
| 6 - Information Technology Competence               | •                 | • | • | • | • |
| 7 - Cross Cultural Competence                       |                   |   |   |   |   |
| 8 - Ethical practice                                |                   |   | • | • | • |
| 9 - Social Innovation                               |                   |   |   |   |   |
| 10 - Aboriginal and Torres Strait Islander Cultures |                   |   |   |   |   |

### Alignment of Assessment Tasks to Graduate Attributes

| Assessment Tasks               | Graduate Attributes |   |   |   |   |   |   |   |   |    |
|--------------------------------|---------------------|---|---|---|---|---|---|---|---|----|
|                                | 1                   | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 - Practical Assessment - 30% |                     | • | • | • |   | • |   |   |   |    |
| 2 - Practical Assessment - 30% |                     | • | • | • |   | • |   | • |   |    |
| 3 - Practical Assessment - 40% |                     | • | • | • |   | • |   | • |   |    |

## Textbooks and Resources

### Textbooks

DGTL11006

#### Prescribed

#### Coding with JavaScript for Dummies

Edition: 1st (2015)

Authors: Chris Minnick and Eva Holland

John Wiley & Sons

Hoboken, New Jersey, USA

ISBN: 978-1119056072

Binding: Paperback

#### Additional Textbook Information

Students are not expected to buy this textbook. An electronic version of this textbook can be freely accessed through the CQUniversity Library.

### IT Resources

#### You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Adobe Acrobat Reader (free browser plug-in)
- Adobe Dreamweaver or Brackets (optional)
- Google Chrome
- Microsoft Word
- Mozilla Firefox
- Plain text editor such as Notepad (Windows) or TextEdit (MacOS)

## Referencing Style

All submissions for this unit must use the referencing style: [Harvard \(author-date\)](#)

For further information, see the Assessment Tasks.

## Teaching Contacts

**Regina John Luan** Unit Coordinator

[r.johnluan@cqu.edu.au](mailto:r.johnluan@cqu.edu.au)

## Schedule

### Week 1 - 13 Jul 2020

| Module/Topic                  | Chapter               | Events and Submissions/Topic |
|-------------------------------|-----------------------|------------------------------|
| 1. Introduction to JavaScript | Study Guide chapter 1 |                              |

### Week 2 - 20 Jul 2020

| Module/Topic    | Chapter               | Events and Submissions/Topic |
|-----------------|-----------------------|------------------------------|
| 2. HTML and CSS | Study Guide chapter 2 |                              |

### Week 3 - 27 Jul 2020

| Module/Topic                   | Chapter               | Events and Submissions/Topic |
|--------------------------------|-----------------------|------------------------------|
| 3. Variables, input and output | Study Guide chapter 3 |                              |

**Week 4 - 03 Aug 2020**

| Module/Topic            | Chapter               | Events and Submissions/Topic |
|-------------------------|-----------------------|------------------------------|
| 4. Selection statements | Study Guide chapter 4 |                              |

**Week 5 - 10 Aug 2020**

| Module/Topic             | Chapter               | Events and Submissions/Topic |
|--------------------------|-----------------------|------------------------------|
| 5. Repetition statements | Study Guide chapter 5 |                              |

**Vacation Week - 17 Aug 2020**

| Module/Topic | Chapter | Events and Submissions/Topic |
|--------------|---------|------------------------------|
|              |         |                              |

**Week 6 - 24 Aug 2020**

| Module/Topic | Chapter               | Events and Submissions/Topic                                      |
|--------------|-----------------------|---|
| 6. Functions | Study Guide chapter 6 | <b>Basic coding</b> Due: Week 6 Friday (28 Aug 2020) 9:00 pm AEST |

**Week 7 - 31 Aug 2020**

| Module/Topic       | Chapter               | Events and Submissions/Topic |
|--------------------|-----------------------|------------------------------|
| 7. Problem-solving | Study Guide chapter 7 |                              |

**Week 8 - 07 Sep 2020**

| Module/Topic | Chapter               | Events and Submissions/Topic |
|--------------|-----------------------|------------------------------|
| 8. Objects   | Study Guide chapter 8 |                              |

**Week 9 - 14 Sep 2020**

| Module/Topic | Chapter               | Events and Submissions/Topic  |
|--------------|-----------------------|---|
| 9. The DOM   | Study Guide chapter 9 | <b>Functions and objects</b> Due: Week 9 Friday (18 Sept 2020) 9:00 pm AEST |

**Week 10 - 21 Sep 2020**

| Module/Topic   | Chapter                | Events and Submissions/Topic |
|----------------|------------------------|------------------------------|
| 10. HTML forms | Study Guide chapter 10 |                              |

**Week 11 - 28 Sep 2020**

| Module/Topic       | Chapter                | Events and Submissions/Topic |
|--------------------|------------------------|------------------------------|
| 11. Handling forms | Study Guide chapter 11 |                              |

**Week 12 - 05 Oct 2020**

| Module/Topic            | Chapter                | Events and Submissions/Topic   |
|-------------------------|------------------------|--|
| 12. Further exploration | Study Guide chapter 12 | <b>Forms and the DOM</b> Due: Week 12 Friday (9 Oct 2020) 9:00 pm AEST |

**Review/Exam Week - 12 Oct 2020**

| Module/Topic | Chapter | Events and Submissions/Topic |
|--------------|---------|------------------------------|
|              |         |                              |

**Exam Week - 19 Oct 2020**

| Module/Topic | Chapter | Events and Submissions/Topic |
|--------------|---------|------------------------------|
|              |         |                              |

## Term Specific Information

### REQUIRED RESOURCES

You must have access to the following resources for this unit.

### UNIT WEBSITE

The unit website provides essential resources for the unit such as a Study Guide and an online discussion forum. It can be accessed at [moodle.cqu.edu.au](http://moodle.cqu.edu.au)

### STUDY GUIDE

The online Study Guide will direct you to all of the essential readings, discussion questions and exercises for each module of the unit. The Study Guide is available in Adobe Portable Document format (PDF) from the unit website.

### DISCUSSION FORUM

An online discussion forum will be provided through the unit website for discussing matters that relate to the unit. The discussion forum is the primary means of support for off-campus students who want assistance with tutorial exercises and assignments.

### TEXT EDITOR

You will need a plain text editor such as Notepad or TextEdit for composing HTML and CSS files. Notepad is distributed with the Microsoft Windows operating system. TextEdit is distributed with the macOS operating system. If you have a copy of Adobe Dreamweaver from the unit DGTL11005 Web Design, you might prefer to edit your files with it rather than Notepad or TextEdit. One of the advantages of using Dreamweaver is that it provides special features such as syntax checking, syntax highlighting and line numbering. Alternatively you might like to use a free open source editor such as Brackets, which also provides special features for JavaScript coding. Brackets can be downloaded from [brackets.io](http://brackets.io).

### WEB BROWSERS

You will need a recent version of Google Chrome ([www.google.com/chrome](http://www.google.com/chrome)) and Mozilla Firefox ([www.mozilla.com](http://www.mozilla.com)) to explore the Web and test the pages that you create. Off-campus students are encouraged to install the latest versions of these browsers. On-campus students may use whichever versions are installed in their local computer lab.

### ADOBE ACROBAT READER

You will need Adobe Acrobat Reader, which is a free program that lets you view, navigate and print PDF documents like the DGTL11006 Study Guide. Adobe Acrobat Reader can be downloaded from the Adobe website at [www.adobe.com](http://www.adobe.com).

### WORD PROCESSOR

You will need a word processor such as Microsoft Word for writing parts of your assignments.

## Assessment Tasks

### 1 Basic coding

#### Assessment Type

Practical Assessment

#### Task Description

This assignment requires you to build two web pages that use HTML and JavaScript code to solve two supplied coding problems. Please refer to the unit website for the assignment details.

#### Assessment Due Date

Week 6 Friday (28 Aug 2020) 9:00 pm AEST

#### Return Date to Students

2 weeks after submission

#### Weighting

30%

#### Assessment Criteria

Please refer to the unit website for the detailed assessment criteria.

#### Referencing Style

- [Harvard \(author-date\)](#)

#### Submission

Online

#### Submission Instructions

Please refer to the unit website for assignment submission instructions.

### **Learning Outcomes Assessed**

- understand and apply fundamental programming principles
- explain the syntax and control structures of a programming language
- design algorithms that solve computing problems
- implement, test and debug algorithms with a programming language

### **Graduate Attributes**

- Problem Solving
- Critical Thinking
- Information Literacy
- Information Technology Competence

## 2 Functions and objects

### **Assessment Type**

Practical Assessment

### **Task Description**

This assignment requires you to build a web page that uses HTML and JavaScript code to solve a supplied coding problem involving functions and objects. Please refer to the unit website for the assignment details.

### **Assessment Due Date**

Week 9 Friday (18 Sept 2020) 9:00 pm AEST

### **Return Date to Students**

2 weeks after submission

### **Weighting**

30%

### **Assessment Criteria**

Please refer to the unit website for the detailed assessment criteria.

### **Referencing Style**

- [Harvard \(author-date\)](#)

### **Submission**

Online

### **Submission Instructions**

Please refer to the unit website for assignment submission instructions.

### **Learning Outcomes Assessed**

- understand and apply fundamental programming principles
- explain the syntax and control structures of a programming language
- design algorithms that solve computing problems
- implement, test and debug algorithms with a programming language
- build interactivity into web pages with client-side code.

### **Graduate Attributes**

- Problem Solving
- Critical Thinking
- Information Literacy
- Information Technology Competence
- Ethical practice

## 3 Forms and the DOM

### **Assessment Type**

Practical Assessment

### **Task Description**

This assignment requires you to build a web page that uses HTML and JavaScript code to solve a supplied coding problem involving HTML forms and the Document Object Model (DOM). Please refer to the unit website for the assignment details.



**Assessment Due Date**

Week 12 Friday (9 Oct 2020) 9:00 pm AEST

**Return Date to Students**

2 weeks after submission

**Weighting**

40%

**Assessment Criteria**

Please refer to the unit website for the detailed assessment criteria.

**Referencing Style**

- [Harvard \(author-date\)](#)

**Submission**

Online

**Submission Instructions**

Please refer to the unit website for assignment submission instructions.

**Learning Outcomes Assessed**

- understand and apply fundamental programming principles
- explain the syntax and control structures of a programming language
- design algorithms that solve computing problems
- implement, test and debug algorithms with a programming language
- build interactivity into web pages with client-side code.

**Graduate Attributes**

- Problem Solving
- Critical Thinking
- Information Literacy
- Information Technology Competence
- Ethical practice

## Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the [Student Academic Integrity Policy and Procedure](#). This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

### What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

### Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

### Where can I get assistance?

For academic advice and guidance, the [Academic Learning Centre \(ALC\)](#) can support you in becoming confident in completing assessments with integrity and of high standard.

### What can you do to act with integrity?



#### Be Honest

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



#### Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



#### Produce Original Work

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem