ISE 582: Information Technology for Industrial Engineers

University of Southern California
Department of Industrial and Systems Engineering

Lecture 1
A Crash Course in HTML

Handouts

- Lecture 1 slides
- General Information Sheet (2 pages)
- Assignment 1 (1 page)
- Introduction to HTML (63 pages)
- Chapter 1 of your Text
- Questionnaire

http://www.usc.edu/~ise582
Introducing Bernie the Barn Owl

- The course website is currently at:
  http://www-classes.usc.edu/engr/ise/582
- The site is the source of your Owl Mail, lecture notes, assignments, homeworks and other handouts.

The Personnel

- Dr. Elaine Chew, Instructor
  Office hours: TH3-5pm, GER245
  8.212.414 (at USC x12414), echew@usc.edu
- Arthur Dhallin, Teaching Assistant
  Office hours: M11-1pm, GER309
  7497.938, arthur_dhallin@hotmail.com
- Anurag Hardiya, Lab Assistant
  anuraghardiya@hotmail.com
The Computer Lab

• Location: GER 309
• To gain access during OH if doors locked, call x04883
• Just for this week:
  – Sat 9-12 (AH),
  – Mon 1-3 (AD, please email)

Your Textbooks

What to Expect

- Weekly computer lab-related assignments / homeworks. (30%)
- A midterm around week 7. (30%)
- A project (TBA by midterm) (30%): computer implementation or review paper.
- Class participation. (10%)

Academic Integrity Policy

- You are expected to solve and write/type up your own homework.
- You may discuss solution strategies.
- Plagiarism will NOT be tolerated.
- Always credit your source(s).
Your Responsibilities

- Make sure you have a USC account.
- Master a way to edit files -- try emacs or vi. Alright, MSWord would also do…
- Learn a few simple UNIX commands like cp, rm, mv, cd, mkdir, chmod…
- See: www.usc.edu/uscweb/authoring/ppages.html

The Agenda for Today

A CRASH COURSE in HTML
- Principle: Learning by Example
- Examples: Existing web pages
- Lesson 1: Assessing Content
- Lesson 2: Critiquing Layout
- Lesson 3: Learning from Source Code
Learning by Example

• Goal 1: Get comfortable with code
• Goal 2: Understand what code does
• Goal 3: Think critically about what can and should be changed or improved
• Goal 4: Be able to roll up your sleeves and make modifications to code
• Goal 5: Be able to create code yourself

Questions to Keep in Mind

• What is the purpose of this site?
• What information does it convey?
• Is the information presented well?
• How can it be improved?
• How can I use it?
What the Examples Illustrate

- How to Create Hyperlinks
- How to Make Paragraphs and Separators
- How to Insert Images
- How to Using Tables
- How to Format Display (align, center, etc)
- How to Make Lists

Your Assignment

- Set up your website.
- Content in your website (in separate, but connected files):
  - A picture you like, and a biosketch about you
  - Your 3 favorite movies, with posters
  - List the names of 5 favorite sites in your home country, with lists of links to more information
  - A directory titled ise582 in which to deposit future assignments and homeworks
- Email your url to Art.