**References for CS321 - and How to Learn New Material**

1. I maintain a very extensive set of references for this course, which you will find at <http://web.simmons.edu/~menzin/WebCentricResources.html>   
     
   You should bookmark this site on your browser.  
     
   The site has a long table of contents at the top, but if you are looking for a particular topic**, Ctl + f** is often the fastest way to find it.
2. At <http://web.simmons.edu/~menzin/WebCentricResources.html#tools_for_IT220> there is a table summarizing the sites which appear so often that they are worth calling out separately.
3. Books! Of course, we will be using books in this course.  
     
   At the ACM, through your student membership, you also have access to the O'Reilly book site and some Skillsoft courses. I will assign readings from these books.  
   To get to the O'Reilly books:  
    Log into your account at myacm.acm.org  
    In the left blue menu on the left scroll down to the Learning Center and click on   
    the O'Reilly Learning Platform  
    Near the upper right are several tabs for Science Direct, Skillsoft and O'Reilly.  
    Click on the (dark blue) O'Reilly tab. You will be asked to log in, using the   
    same user name and password as for the ACM.  
    This gets you to the O'Reilly books and videos. Science Direct is primarily   
    research articles and Skillsoft is primarily training videos.  
     
     
   You also have access to the Lynda.com tutorials through Simmons, but most of these are more oriented to graphic design.  
     
   In choosing books for this course I have tried to (a) keep costs reasonable (b) be sure we are using absolutely current material and (c) help you make the transition from college-level text books to professional books.
4. When I need to learn some new subject (all the time) I find it helpful to look at more than one book/site at a time.   
     
   Sometimes it helps to hear things explained from different points of view; sometimes it helps to hear how different people explain things; sometimes it helps to hear first basic and then more detailed discussions.   
     
   So, I will often be modeling this by suggesting multiple references for you. **It is up to you** to figure out when you understand a topic enough to solve the HW problems, and when you need to read multiple explanations.
5. **Specifically, about HTML and CSS**:  
    At the start of the course we will be learning HTML5 and CSS3.   
     
   There is no book for our work on HTML. This is because (a) I want you to get used to learning from a variety of sources (as you will need to once you graduate) and (b) there is plenty of good information on-line and in my notes.  
   So for HTML and CSS we will use my notes and on-line tutorials. Of course, I am giving you many references.  
     
   As I said, we will be learning **HTML5**. Everything I give you will be in HTML5. There may be a few asides about XHTML, but it is easy to go from HTML5 to XHTML if you follow the practices in this course. At one point it looked as though XHTML would become the standard (to replace an older HTML4.01), but XHTML has more overhead and HTML5 introduced many cool tags for embedding videos, etc. Today, HTML5 has outstripped XHTML about 3 to 1. Bottom line: HTML5 is the current standard and it is what you want to use.   
   .   
   1. **htmldog.com** has excellent tutorials but has gradually fully made the transition to HTML5.  
      So, when you read the beginning htmldog.com pages you will see only <!DOCTYPE…..> tag but not also some other important code. Use the one from our notes. The htmldog site catches up to us after a few lessons.   
      Their tutorials are at <http://htmldog.com/>
   2. A very popular set of tutorials is at **w3schools.com** It has been updated. (It used to have some errors.) At **w3schools.com** the older, more basic tags are covered in the HTML tutorials, and the newer tags are in the HTML5 tutorials.  
      For the most part the HTML tutorials at w3schools.com are written in HTML5,  
      (The tutorials on formatting and layout on use some pre-HTML5 styling. I will point this out when we get there.  
      All their tutorials may be found at <http://w3schools.com/default.asp>

Another possible set of very clear tutorials is at

**c**. <http://teamtreehouse.com/library/design-foundations/html>   
These videos sometimes start out ignoring the important syntax, but after you get through a unit (e.g. Introduction) you will have all the fine points.  
  
So: HTML5 and CSS3 are richer, more complex versions of the older HTML4.01 (also just called HTML) and CSS2 and CSS1.  
  
**d**. Generally, thenewboston tutorials on YouTube are very good on many topics, even though Bucky Roberts has an annoying manner and occasional errors. <https://www.youtube.com/watch?v=Mp0f0zTPLec&list=PL081AC329706B2953>   
  
Because there are many tutorials and books for the older technologies, many of the best information about the newer versions assume that you already know the older ones.   
This means that we will start with sites which focus on the older versions and then move on to sites and books which focus on the newer version.