

E-Commerce Development

ITS 330

Homework One

0. Time tracking. One of the most difficult aspects of working professionally in this field is that people will ask you how long stuff will take. Let's ignore the idea that it may be inherently unknowable. (Maybe, maybe not. It's deeply philosophical.) People will still ask. And if you want to have a career in this field, you'll have to answer. Like anything else, practice makes perfect. So let's practice. For this and every future assignment in this class I want you to include your estimate of how many hours you expect to spend on the assignment **before you begin it**. Then keep track of your actual time. When you turn in or post each assignment, include your estimate and actual times, and some thoughts on why they differ. We will discuss these in class. This is not graded in any concrete way; it's only for your, ours, and my greater benefit.
1. Begin the development of your web site. You will refine this for each assignment and project as the semester progresses.
 - a. Develop a home page that displays *1 point*
 - i. Your name
 - ii. Our class name and number
 - iii. A thought for the day. (Be original.)
 - iv. A menu of choices that link to
 1. e-mail to you
 2. all other homework or project pages
2. Finish and perfect the Interstellar Trading Network (ISTN) disease simulation. *49 points*
 - a. The Disease
 - i. The disease radiates outward from infected planets one unit in every direction each turn.
 - ii. Any planet "touched" by the disease becomes infected and begins radiating the infection itself on the next turn.
 - iii. Remember to keep track of the number of turns each instance of the disease has been "alive" so you can "kill" it at the right time.
 - b. The board - 5 x 5 grid (or larger)
 - i. 3 (or more) planets placed as you like, the rest empty spaces
 - c. Before starting the simulation
 - i. Click one or more planets to infect them.
 - ii. Input for the number of turns the disease will live before dying (TTL).
 - d. Simulation
 - i. Single-step button for turn by turn control
 - ii. Automatic button to run the simulation by itself (slow enough that we can see it work.)
 - iii. Reset button

Your work should be as attractive and professional as you can make it. Neatness counts. Remember, I am (obsessive?) compulsive about this stuff. Find your inner OCD and take advantage of it. Be Monk.