Course Structure and Policies

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Getting Started

Website: http://www.cs.odu.edu/~zeil/cs330web.html

Syllabus: All students are responsible for reading the course syllabus and abiding by the policies described there.

Details related to the use of the course website and to requirements for assignments and projects can be found on the Policies page. All students are expected to read these before the first assignment is issued.

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1 Course Structure

1.1 Readings

Readings

- Chapters from text
 - Horstmann, Object-Oriented Design and Patterns, 2nd ed. (required)
 - Fowler, UML Distilled, 3rd Ed. (optional)
- Online Lecture Notes
- Other Online Materials
 - Oracle tutorials
 - CS 382

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1.2 Assignments

Assignments

- Programming assignments
 - Individual work
 - Focused on current lesson
 - Usually graded automatically results available in 30 min or less

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- Recommended to work in teams
- Explore the process of moving from vague understanding of a problem toward design
- Roughly speaking, programming and analysis assignments will alternate
 - dates may overlap

1.3 Exams

Exams

- Midterm & Final
 - Administered on-line
 - Dates & times TBA
- Final exam is cumulative.

2 Computer Access

Computer Access

- *Top priority* make sure that you have a valid CS account do it this week!
- Available machines:
 - CS Dept labs in Dragas and E&CS
 - Virtual PC lab see CS Dept home page
 - Unix network (Linux machines linux.cs.odu.edu)
 - * some assignments will require use of this

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3 Related Courses

Related Courses

- CS 250 or CS 333: Programming in C++ Prerequisite for this course.
 - If you need review, the CS 333 site is a good choice
 - If you are not used to working with our PC network, pay special attention to the Labs 💻
- CS 252: Introduction to Unix for Programmers Prerequisite for this course
- CS361: Advanced Data Structures & Algorithms
- CS 382: Introduction to Java
 - Relatively new 1-credit course
 - Most of the reading material & labs from that course will be required in this one (in lieu of a Java textbook)
- CS 350: Software Engineering
 - Changes in 350 include moving some material from 330 into 350

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4 Important Policies

Late Submissions

- ... are not normally accepted. Exceptions may be made in cases of
- documented emergencies
- arranged prior to the due date when possible.

Extensions to due dates will not be granted due to

- difficulties "porting" from one system to another
- transient system crashes
- · system overloaded

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Academic Honesty

ODU is governed by a student honor code.

- Everything you turn in for grading must be your own work.
- Detailed policy statement is in the syllabus.

Academic Honesty (cont.)

- Aiding a fellow student to copy someone else's work (including your own) places you equally in violation.
 - Includes leaving work world-readable on the computer system!
- Failure to report observed violations of the honor code is also a violation.

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Grading

Assignments:	40%
Midterm Exam:	25%
Final Exam:	35%

- Expect a short assignment roughly every 2 weeks. (6-7 total)
 - Most of these will be programming assignments;
 - Two will be analysis/design assignments.
- Programming assignments are graded automatically when possible

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