

# Course Structure and Policies

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# Outline

## 1 Course Structure

- Readings
- Assignments
- Exams

## 2 Computer Access

## 3 Related Courses

## 4 Important Policies



# 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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# 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



# Assignments

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



# Exams

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



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# 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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## Related Courses

- CS 250 or CS 333: Programming in C++  
Prerequisite for this course.




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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 




## 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




## 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




## 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)



## 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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# 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



# 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.



# 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

