# csc 460/660: Rapid application development

Fall 2025

Course Meets:

Tuesday & Thursday 11:00am to 12:15pm, TC 211

## Instructor Information

Instructor: Dr. Zhonghui Wang

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Office Hours:

Tuesday & Thursday: 9:15am – 11:00am, 12:15pm – 2:00pm

Tuesday: 3:15pm – 3:45pm

Contacting me: Email is the best way to reach me directly. You can typically expect a response within 24 hours. Your email must: 1) Be sent from your LSUS email account 2) Reference [course name/number] in the subject line 3) Include your name in the body of the message.

## Course Overview

### Prerequisites

High Level programming language concepts (Python, Java, etc.)

### Textbook(s)

*Rapid Development: Taming Wild Software Schedules* [Textbook].   
(This book is available online and also at the Barnes & Noble College Bookstore at LSUS. You can get the free ebook online at: [click here](https://vdoc.pub/download/rapid-development-taming-wild-software-schedules-5l9hv4aih6d0))

### Course Description

This course will teach students a new programming language, C#.NET and how to design Rapid Application development using .NET methodology. C#.NET is one of the series of languages introduced with the new .NET Framework. It is designed to support object-oriented programming concepts.

### Student Learning Outcomes/Objectives

On successful completion of this course, students will be able to:

**Course Objectives:**

1. Understand the basic concepts, terminology, and issues in rapid application development.
2. Understand the impact of application development from four dimensions people, process, product, and technology.
3. Identify classic mistakes.
4. Programming in C# programming language using .NET environment
5. Be able to write SQL statements and procedures that operate database objects.
6. Develop application under the guidance of rapid application development concepts, while using C# programming language, .NET framework, and SQL database.

**Course Outcomes:** Students who have completed this course should be able to

1. Understanding of all basic concepts, terminology, and issues, along with the practical skills essential to rapid application development.
2. Summarize the concepts of different components used by rapid application development. (Outcome 4)
3. Expertly using C# programming language for generating the appropriate solution to solve the given problems. (outcome 2)
4. Clearly describe the proposed solution for the course project through oral presentation. (Outcome 3)
5. Progressively to develop web applications with C#, .NET framework, and SQL database.
6. Professionally explain the entire procedure of web application development, while describing how to solve the difficulties and bugs that have been encountered in the development stage. (Outcome 1)

## Course Policies & Procedures

### Course Grade

* Assignments: 20%
* Class participation: 10%
* Final Project:
  + Project Proposal: 10%
  + Oral Presentation: 10%
  + Project Updates: 10%
  + Final Project Report: 20%
  + Implementation: 20%

Please note:

* Details of the project will be uploaded in Moodle. Limited peer learning will be encouraged in the project.
* Class participation means answering questions from fellow students or from the instructor, in class. (Class participation does not include just asking queries or doubts.) Further, class participation includes helping a fellow student in his/her project, provided that the specific help is acknowledged by that student during the project presentation, and the student was not in his/her group.

**Final project requirements:**

* Undergraduate students: You have to implement a Web Application with at least 3 web forms. Submit a final report with at least 3 pages long paper to describe the implementation of your project. For the oral presentation, each undergraduate student has to prepare a 10-minute presentation which includes 3 minutes Q&A time.
* Graduate students: You have to implement a Web Application with at least 5 web forms. Submit a final report with at least 4 pages long paper to describe the implementation of your project. For the oral presentation, each graduate student has to prepare a 15-minute presentation which includes 5 minutes Q&A time.

### Academic Integrity

Academic Integrity is honest and responsible scholarship. Students should submit original work and give credit to others’ ideas. Maintaining your academic integrity involves:

* Creating and expressing your own ideas in course work
* Acknowledging all sources of information
* Completing assignments independently or acknowledging collaboration
* Accurately reporting results when conducting your own research or with respect to labs
* Honesty during examinations

Academic integrity is the foundation of university success. Learning how to express original ideas, cite sources, work independently, and report results accurately and honestly are skills that carry students beyond their academic career. Academic dishonesty not only cheats the student of valuable learning experiences, but also can result in a failing grade on assignments, a failing grade in a course, or even expulsion from the university.

Please see:

* [Understanding Plagiarism](https://louis.pressbooks.pub/understandingplagiarism/)
* [Student Code of Conduct (consequences for violating academic integrity)](https://www.lsus.edu/current-students/code-of-student-conduct)

### Course Communication Expectations

Appropriate behavioral conduct requires students to demonstrate the highest level of respect for fellow students, faculty, staff, coaches, and proctors in all communication including but not limited to emails, forum posts, video meetings, chat sessions, and group interactions. Disrespectful or discriminatory comments, lewd behavior, inciting language, profanity, or cyberbullying of anyone in a university context is not allowed. For more information about student conduct please see the syllabus supplement.

### Course Schedule

| Week/Module | Dates | Activities | Due Dates |
| --- | --- | --- | --- |
| 1 |  | RAD Section |  |
| 2 |  | Assignment 1 |  |
| 3 |  | Overview of C# |  |
| 4 |  | Assignment 2 |  |
| 5 |  | Overview of Database |  |
| 6 |  | Proposal of Course Project |  |
| 7 |  | Introduction of Tournament Tracker |  |
| 8 |  | Software Development Demonstration |  |
| 9 |  | Software Development Demonstration |  |
| 10 |  | Software Development Demonstration |  |
| 11 |  | Software Development Demonstration |  |
| 12 |  | Course Project Update 1 |  |
| 13 |  | Software Development Demonstration |  |
| 14 |  | Course Project Update 2 |  |
| 15 |  | Oral Presentation |  |
| 16 |  | Final Project Report |  |

### Disability Services

LSUS is committed to making students with disabilities full participants in its programs, services, and activities. University policy calls for reasonable accommodations for students with disabilities to be determined on an individual and flexible basis. However, it is the responsibility of students to make their needs known.

To ensure accommodations are in place when needed, academic accommodations should be requested as early as possible, ideally in advance of the course start date. During their first semester, students must complete an application, an intake interview, and submit any required documentation, in sufficient time for the request to be reviewed and recommendations made to their faculty. During subsequent semesters, students must contact Disability Services to continue accommodations. Accommodations are in effect only from the time a formal notification letter of accommodation recommendations is provided to the faculty member and student. Accommodations are not retroactive; therefore, students should contact Disability Services as early in the course as possible, and then follow up with the instructor immediately upon receiving the accommodation recommendation notification to make specific arrangements within the course. For more information about Disability Services, please see the syllabus supplement.