CPCS-499 Syllabus

Catalog Description

CPCS-499 Senior Project (II)
Credit: 3 (Theory: 2, Lab: 0, Practical: 2)
Prerequisite: CPCS-498
Classification: Department Required

This course is the second part of a sequence of two courses that constitute the BSc graduation capstone project. In this project, the student will continue the System/Research development of the project that started in CPCS-498. The student will deliver oral presentations, progress reports, and a final report.

Class Schedule

Meet 50 minutes 3 times/week or 80 minutes 2 times/week

Textbook

Christian W. Dawson, , "Projects in Computing and Information Systems", Addison-Wesley Professional; 2 edition (2009)

ISBN-13 9780273721314 **ISBN-10** 0273721313

Grade Distribution

Week	Assessment	Grade %
14	Supervisor	30
14	Committee	40
14	Coordinator	30

Topics Coverage Durations

Topics	Weeks
To enable student to demonstrate their theoretical knowledge and professional skills	0
It enables instructors to evaluate the outcomes and capabilities of the program	0
It enables to evaluate the outcomes of the course of “Communication Skills”	0
Producing a proposal, writing a final report (writing skills) and making a presentation (presentation skills)	0

Last Articulated

Relationship to Student Outcomes

a	b	c	d	e	f	g	h	i	j	k
			x		x		x			

Course Learning Outcomes (CLO)

By completion of the course the students should be able to

1. Understand the selected project and be able to move with it through the project lifecycle.
2. Apply mathematical and scientific knowledge and skills.
3. Apply core computing knowledge such as programming, database, algorithm analysis, etc.
4. Produced a complete design of the system.
5. Implement the design and produce a working system.
6. Apply testing concepts and techniques to the system.
7. Demonstrate a level of effectiveness expected by employers when he produces written documents, delivers oral presentations, and develops, prepares and interprets visual information.
8. Work independently and in a team.
9. Observe ethical behavior through his work.
10. User various software engineering tools.
11. Work on a CS-related project of a reasonable complexity.
12. Learn new knowledge and skills required to realize the project in an independent way through the guidance of the supervisor.
13. Apply mathematical foundation, algorithmic principle, or computer science theory in modelling and design, demonstrating the comprehension of trade-offs.

Coordinator(s)

Dr. Lamiaa Elrefaei, Associate Professor

Mr. Muhammad S. Qureshi, Lecturer