

# Course Directive IN608: Intermediate Application Development Concepts Semester One, 2021

# Description

In this paper we will explore some more advanced programming concepts, such as data structures, concurrency and design patterns. We will also learn some important practical programming methods, including testing and networked application programming

# **Course Information**

• 15 Credits

• Class sessions: Mondays, 8:00 AM & Wednesdays, 3:00 PM

• D207

### Lecturer

Tom Clark

Email: tclark@op.ac.nz

## **Course Dates**

 $\begin{array}{ll} \text{Term 1 (8 weeks)} & 22 \text{ February - 16 April} \\ \text{Term 2 (8 weeks)} & 3 \text{ May - 25 June} \end{array}$ 

# Learning Outcomes

On successful completion of this paper you will be able to:

- 1. Demonstrate sound programming by following design patterns and best practices;
- 2. Design and implement full-stack applications using industry relevant programming languages.

# Resources

- Course notes, lecture slides, and lab documents are available in a GitHub repository published at https://github.com/tclark/op-op-intermediate-app-dev.
- You will need a GitHub account to submit your assessments. Assessments are to be submitted to the following GitHub Classroom repositories.
  - 1. : Practicals: https://classroom.github.com/a/ZOav9L3E
  - 2. : Project One: https://classroom.github.com/a/rfDZD0UC
  - 3. : Project Two: https://classroom.github.com/a/aFVjykKU

The submission process will be covered in class.

- Programming for this paper will be done in the Python programming language. Setup of your Python environment will be discussed in class.
- We will not cover the basics of Python in the paper. If you would like a primer on the language, see https://github.com/dabeaz-course/practical-python.
- There is no text, but assigned readings may be specified by the lecturer.

# Course Content and Schedule

This schedule is subject to change.

| Week | Week Start        | Session 1                     | Session 2               |  |
|------|-------------------|-------------------------------|-------------------------|--|
| 1    | 22 Feb            | Introduction, OOP Review      | Data Types              |  |
| 2    | 1 Mar             | Abstract Data Types           | Operator Overload       |  |
| 3    | 8 Mar             | Functional Programming        | Exceptions              |  |
| 4    | 15 Mar            | Program Organisation, Modules | SOLID                   |  |
| 5    | 22 Mar            | Otago Anniversary             | SOLID                   |  |
| 6    | 29 Mar            | Patterns, Singletons          | Decorators, Memoisation |  |
| 7    | 5  Apr            | Easter Monday                 | Iterators               |  |
| 8    | $12~\mathrm{Apr}$ | Observer                      | Strategy                |  |
| H1   | 19 Apr            | Holiday                       | Holiday                 |  |
| H2   | $26~\mathrm{Apr}$ | Holiday                       | Holiday                 |  |
| 9    | 3 May             | Project Work                  | Project Work            |  |
| 10   | 10 May            | Serialisation                 | Testing                 |  |
| 11   | 17 May            | Databases, ORM                | ORM                     |  |
| 12   | 24 May            | Network Sockets               | Network Sockets         |  |
| 13   | 31 May            | Packaging                     | Flex                    |  |
| 14   | 7 Jun             | Queen's Birthday              | Project Work            |  |
| 15   | 14 Jun            | Project Work                  | Project Work            |  |
| 16   | 21 Jun            | Project Work                  | Project Work            |  |

### Assessment

There are three assessments in this paper, weighted as follows:

| Assessment             | Due Date | Weighting |
|------------------------|----------|-----------|
| Practicals             | Week 15  | 20%       |
| Project 1: Problem Set | Week 10  | 30%       |
| Project 2: Application | Week 16  | 50%.      |

# **Learning Hours**

This course requires 150 hours of learning. This time includes 64 hours of timetabled class time, and 86 hours of self-directed reading, preparation and completion of assessment work.

# Criteria for Passing

You must earn an overall average mark of 50% or better to pass this paper. There must be a genuine attempt at all assessments. There are no resits.

# Course Requirements and Expectations

### Attendance

- Students are expected to attend all classes, both lectures and labs.
- If you miss a class you should get notes from another student.
- If you cannot attend for two or more consecutive sessions, contact the lecturer.

### Proprietary software

This class can be completed using free/open source software (FOSS). Proprietary software is present on lab computers.

### Communication

Important announcements and discussions about the course, assessments, and scheduling may take place during class sessions. It is your responsibility to be informed about them. If you cannot attend a class session, be sure to check with another student.

Your Microsoft Teams and student email is another official communication channel. It is your responsibility to regularly check your student email for important course related material, including changes to class scheduling or assessment details. Not checking will not be accepted as an excuse.

### Polytechnic Closure

In the event that the Polytechnic is closed or has a delayed opening because of snow or bad weather you should not attempt to attend class if it is unsafe to do so. It is possible that your instructor will not be able to attend either, so classes may not physically meet. However, this does not become a holiday. Rather, material will be available on GutHub covering the classes affected by the closure. You are responsible for any material presented in this manner. Information about closure will be posted on the Otago Polytechnic Facebook page https://www.facebook.com/OtagoPoly.

### Group Work and Originality

Students in the Bachelor of Information Technology degree are expected to hand in original work. Students are encouraged to discuss assignments with their fellow students. However, all assignments are to be completed as individual works unless group work is explicitly involved. Failure to submit your own unique work will be treated as plagiarism.

### Referencing

Appropriate referencing is required for all work. Referencing standards will be specified by your instructor.

### **Plagiarism**

Plagiarism is submitting someone else's work as your own. Plagiarism offences are taken seriously and an assessment that has been plagiarised may be awarded a zero mark. A definition of plagiarism is in the Student Handbook, available online or at the school office.

### Submission Requirements

All assignments are to be submitted by the time, date, and method given when the assignment is issued. Failure to meet all requirements may result in a penalty of up to 10% per day (including weekends).

### **Extensions**

Extensions are only available for unusual circumstances. These must be applied for, and approved, prior to the submission deadline.

### Impairment

In case of sickness contact your lecturer or year co-ordinator as soon as possible, preferably before the test or assignment is due. The policy regarding the granting of a mark that considers impaired performance requires a medical certificate and a medical practitioners signature on a form. You may should refer to the guide on impaired performance on the student handbook.

### **Appeals**

If you are concerned about any aspect of your assessment, please approach the lecturer in the first instance. We support an open door policy and aim to resolve issues promptly. Further support is available from the Programme Manager and Head of School. Otago Polytechnic has a formal process for academic appeals if necessary.

### Other Documents

Regulatory documents relating this course can be found on the Polytechnic website.

### Special Resources and Requirements

If you have any special needs, whether they relate to the course material, the exercises, the assessment, or anything in the course - then *please* let your instructor know as soon as possible.