WKU
CS 496 Senior Project and Professional Practice

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Course info login information is provided at **ecourses.wku.edu**. Once you log in, all the courses in which you are enrolled show up. Please change your e-mail address to the one you check regularly. Otherwise you might miss out on important information.

Purpose of the course: Design and implement complex capstone software projects. Topics include practical issues of software development, quality assurance and deployment, project management, computing ethics, and professional practice.

Learning Outcomes: After completing the course, a student

- … understands in depth the individual steps of the software development process (- or at least the once which are part of the course project);
- ... is able to apply competently the software development process to a complex project;
- .. is able to work well on a team, and to communicate effectively with customers, team members, and supervisors.
- … is aware of ethical issues in computer science and understands the professional responsibilities of a CS practitioner.

Attendance & Participation: Students are expected to attend each class and to arrive prepared and on time. The instructor reserves the right to fail students who missed 4 or more class meetings. You are expected to participate in class – that is to contribute to the learning community. You participate by asking and/or answering questions – in general and particularly during the discussion/presentation of projects. Final presentations will be scheduled during the last week of classes and on Tuesday, May 13th from 1:00 – 3:00 (the time slot for the final for this course).

Senior Project: Student will design and implement a complex capstone software project in teams. Each project topic will be unique and will be selected in consultation with the instructor. Projects are expected to build on the existing knowledge and available code. Students are expected to talk about their work on the project in class on a regular basis culminating in a final presentation and demo. Further important information will be provided in class and posted on the Blackboard. All major stages and requirements must be **met on time** and **in a satisfactory manner** (>= 70 %) **in order to receive credit for the course**. Any unsatisfactory performance for meetings, demonstrations, documents, manuals, or reports automatically requires a repeat

performance (which, however, will not improve the grade – only the passing of the course). Deadlines are final and must be met. It is your responsibility to allocate time accordingly.

Assignments: In addition to the project related work, there will be assignments and presentations related to brushing up on the steps in the software development process, new technologies, and to ethical and professional issues. Presentations will be evaluated for assessment purposes. Assignments must be completed **on an individual basis** if not stated otherwise by the instructor. Assignments must be turned in at the beginning of class on the day on which they are due. Homework will be accepted up to 1 day late – with a 5% penalty for homework you turn; however, presentations are to be made on the assigned dates. Note that every day counts as a day: an assignment with is due on Friday must be turned in later that Friday or on Saturday for credit.

Grading: The assignments count 15 % of the course, participation counts 5% of the course, and the project counts 80% of the course grade. I use the following grading scheme: A: 90-100%; B: 80-89.9%; C: 70-79.9%, D: 60 – 69.9%, F: below 60%

Cheating: Cheating on any student work (assignments, presentations, projects ….) may result in a failing grade (WKU policy) for the course. Working together on an assignment **in detail** is not allowed. You may **talk about your approach in general**, but exchanging **written or electronic material or sitting next to each other and developing the same solution is considered cheating**. You must take steps to safeguard your work. The remainder of this paragraph is a list of examples of what is considered cheating. The list is not exhaustive. Plagiarism is a form of cheating. Copying and pasting from the Internet (or any other source) without giving due credit is cheating. (You **must** familiarize yourself with the requirements of giving proper references and what plagiarism is (see http://www.indiana.edu/~wts/pamphlets/plagiarism.shtml for a good starting point on this.)) Turning in a program output that looks correct, but is not generated by your program is cheating.

Dropping: The last day to drop the class with a W is March 21. After that no one will be dropped except for some truly extraordinary circumstance (failing the class or not being able to keep a scholarship or assistantship does not qualify as “extraordinary circumstance”.)

Credit for a course in which a grade of "F" has been received can be earned only by repeating the course in residence unless prior approval is given by the head of the department in which the course was taken.

In compliance with university policy, students with disabilities who require accommodations (academic adjustments and/or auxiliary aids or services) for this course must contact the Office for Student Disability Services in DUC A-200 of the Student Success Center in Downing University Center.

Please do not request accommodations directly from the professor or instructor without a letter of accommodation from the Office for Student Disability Services.