

**CECS 491A: Senior Project**  
**Course Syllabus – Fall 2023**

**Instructor:** Vatanak Vong

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**Office:** KIN 059

**Seminar:** MW 6:30PM – 7:45PM

**Office Hours:** M 7:45PM – 8:45PM

Additional office hours maybe provided depending on demand and need of class.

**Course Objective<sup>1</sup>**

**491A. Software Engineering Project I (3)**

Prerequisites: CECS 323, CECS 343 and ENGR 350, all with a grade of "C" or better.

First course in a two-course capstone design sequence that fulfills integrative learning. Design of a commercial grade software application including requirements analysis, functional, architectural and detailed design, emphasizing written communication, teamwork and the Object-Oriented Methodology.

Letter grade only (A-F), (Lecture 2 hours, laboratory 3 hours)

**491B. Software Engineering Project II (3)**

Prerequisite: CECS 491A with a grade "C" or better.

Second course in a two-course capstone design sequence that fulfills integrative learning. Implementation, testing, packaging and deployment of the system designed in CECS 491A emphasizing written communication, teamwork and the Object-Oriented Methodology.

Letter grade only (A-F). (Lecture 2 hours, laboratory 3 hours)

**Recommended Text**

Title	Author
<b>Design Patterns: Elements of Reusable Object-Oriented Software</b>	Erich Gamma Richard Helm Ralph Johnson John Vlissides

**Grading Components**

Course Work	Total Points
<b>Product Proposal</b>	100
<b>BRD</b>	100
<b>Milestone 1</b>	400
<b>Milestone 2</b>	300
<b>Team Review 1</b>	100
<b>Team Review 2</b>	100
<b>Team Review 3</b>	100
<b>Miscellaneous (Homework, Quizzes, Activities, Participation, etc.)</b>	100

**Grading Metrics**

90%+	A
80% - 89.99%	B

70% - 79.99%	C
60% - 69.99%	D
59.99% & Below	F

Grades will follow a flat percent rubric. Grades will not be based on a curve. Bonus points may be given to students for exceeding expectations. It is possible to incur negative points if a student's work is blatantly incorrect, plagiarized and/or well below the assigned minimum requirements.

### **Quality of Work**

It is expected that all submitted work adhere to the definition of done and is of near professional-grade quality. Submitting assignments for review during office hours can help ensure that the work meets expectations.

### **Submission of Work**

By default, all work must be submitted to the instructor's email **using the student's campus email account** no later than the designated time and date unless otherwise specified by the instructor.

### **Assignments and Quizzes**

Assignments and Quizzes are all or nothing. No partial credit. Quizzes are on demand (pop quizzes). Quiz duration can range from 5 minutes to an hour. Make up quizzes will be different from the original for excused absences.

### **Recording Policy**

In compliance with university policies and to protect student privacy, any and all recordings (audio, video, pictures, chat logs, etc.) during seminars, labs and office hours meetings are not permitted.

### **Late Work**

No late work is accepted.

### **Project & Presentation**

Students will work in teams on a project that lasts the duration of both 491A and 491B. The instructor will portray the role of the client and will mandate a set of specifications that each team must fulfill. Each team will be free to decide on the business need that they will be solving as long as it is approved by the instructor. At the end of 491B, each team is required to present their completed solutions to the class with a short Q&A session after a team's presentation. Additional points may be given to students that ask meaningful follow up questions to the presenting team.

### **Disclaimer<sup>1</sup>**

In the event of extraordinary circumstances beyond the University's control, the content and/or evaluation scheme in this course is subject to change.

### **Attendance & Participation<sup>1</sup>**

Attendance is crucial as lectures and lab will often contain class discussions and activities. In addition, avid participation is expected from all students and will affect grades if students are not contributing in any class activity or discussion. Students engaging in any behavior that is distracting to the class in any way will forfeit ALL participation points. Such activities consist of, but not limited to discussing unrelated topics, being inattentive to the instructor/peers or doing work for another class. Students that are absent will forfeit their participation points for any day they miss unless it is an excused absence. Review the university policy on excusable absences

(<https://www.csulb.edu/academic-senate/policy-statement-17-17-attendance-policy-supersedes-01-01>)

Attending lecture, but missing lab or vice versa will count as an absence. It is the responsibility of the student to arrange with the instructor any make up work for excused absences. Repeat tardiness will result in a 25% reduction in the student's total participation points.

### **Cheating & Plagiarism<sup>1</sup>**

There is zero tolerance for cheating, plagiarism, or any other act of violation of Academic Integrity policy. Work that you submit is assumed to be original unless your source material is documented appropriately, using proper citation. Using the ideas or words of another person, even a peer, or a web site, as if it were your own, is plagiarism. Any individual or group caught cheating on homework, lab assignments, or any exam/quiz will be subjected to full extent of academic actions allowed under University regulations. At a minimum, any student caught violating Academic Integrity Policy will receive no credit for the work concerned and one grade lower letter grade. To learn more about the University policy on Cheating and Plagiarism, visit:

<http://catalog.csulb.edu/content.php?catoid=5&navoid=369#cheating-and-plagiarism>

### **Penalties of Cheating & Plagiarism**

- Unable to utilize grade forgiveness (repeat delete)
- Automatic failure of the course
- Probation, suspension or expulsion

### **Examples of Cheating & Plagiarism**

- Submitting someone else's work in any form as your own (verbatim or not)
- Using unapproved resources during the course
- Supplying solutions to any assignment/exam to other sections of the same course

### **University Withdrawal Policy<sup>1</sup>**

Class withdrawals during the final 3 weeks of instruction are not permitted except for a very serious and compelling reason such as accident or serious injury that is clearly beyond the student's control and the assignment of an Incomplete grade is inappropriate. Application for withdrawal from CSULB or from a class must be filed by the student online whether the student has ever attended the class or not; otherwise, the student will receive a grade of "WU" (unauthorized withdrawal) in the course. More information regarding the University guidelines on Dropping and Withdrawing at: <https://www.csulb.edu/student-records/dropping-and-withdrawing>

### **Reasonable Accommodation<sup>1</sup>**

Online courses are required to meet ADA accessibility guidelines. Students with a disability or medical restriction who are requesting a classroom accommodation should contact the Bob Murphy Access Center (BMAC) formerly known as Disabled Student Services at <http://web.csulb.edu/divisions/students/dss/> and also notify the instructor. BMAC personnel will work with the student to identify a reasonable accommodation in partnership with appropriate academic offices and medical providers. Only approved BMAC petitions will be accommodated. BMAC will be available online Monday - Friday from 8:00 am to 5:00 pm unless stated otherwise online.

### **Personal Assistance<sup>1</sup>**

Any student who is facing academic or personal challenges due to difficulty in affording groceries/food and/or lacking a safe and stable living environment is urged to contact the CSULB Student Emergency Intervention &

Wellness Program. Additional resources are available via Basic Needs Program. The students can also email [supportingstudents@csulb.edu](mailto:supportingstudents@csulb.edu), call (562)985-2038, or if comfortable, reach out to the instructors as they may be able to identify additional resources

### **Additional Resources<sup>1</sup>**

There are many services on campus to help you achieve success in your courses. Links to the following services are also available in BeachBoard course homepage under “CSULB Student Resources”:

- Counseling and Psychological Services <http://web.csulb.edu/divisions/students/caps/>
- Disabled Student Services <http://web.csulb.edu/divisions/students/dss/>
- Enrollment Services <https://www.csulb.edu/enrollment-services>
- Financial Aid <https://www.csulb.edu/financial-aid>
- Learning Assistance Center <https://www.csulb.edu/academic-advising/the-learning-center>
- Student Health Services <http://web.csulb.edu/divisions/students/shs>
- Tutoring at CSULB [http://web.csulb.edu/divisions/students/student\\_resources/tutoring.html](http://web.csulb.edu/divisions/students/student_resources/tutoring.html)
- University Library <https://www.csulb.edu/university-library>
- University Writing Center <https://www.csulb.edu/university-writing-center>

<sup>1</sup>From or partially from content found in the CoE syllabus template and course catalog.

### **Coding Standard**

All code submitted must follow the course coding standards. Failure to adhere to the standard will result in a 20% deduction of the final grade.

### **Definition of Done**

When submitting final drafts of assignments, the students must meet the following level of quality in order to be eligible for full credit, otherwise will be rejected.

1. All submissions must be legible to the instructor
  - a. Blurry content or handwritten drafts have high rejection rates
2. All submissions must meet all assignment guidelines
3. Source Code Submissions
  - a. All submissions must compile without errors or warnings
  - b. Any unhandled error during code execution (runtime) will end evaluation
  - c. All submissions must include the entirety of the source code and project files
  - d. All submissions must follow coding standards provided by instructor
  - e. All submissions must have valid passing automated tests to source code

### **Schedule**

Refer to Trello board