CSC 413 Software Development
San Francisco State University
Spring 2018 Syllabus

Course

CSC 413, Section 03

Software Development

Class Number 5126

Meeting Time and Location

Meeting: Mondays and Wednesdays

Meeting Time: 4 : 10 PM - 5 : 25 PM

Meeting Location: HSS Building, 4th floor, room 432

Instructor

Instructor: Anthony J Souza

Contact: ajsouza@mail.sfsu.edu

Office Hours: Mondays and Wednesdays @ 6PM to 7PM

Office Location: TH949

Description

Design and development of modern software applications. Object-oriented techniques: encapsulation, inheritance, and polymorphism as mechanisms for data design and problem solution. Software design, debugging, testing, and UI design. Software maintenance. Software development tools.

Required Textbook

None

Recommended Material

Core Java- Volume I

Design Patterns: Elements of Reusable Object-Oriented Software

Computer/IDE

It is recommended that you have a computer that can run NetBeans 7.2 or better with JavaSE technology. A laptop is recommended. Computers are available for student use in the CS Undergrad Lab. For more information on system requirements, please see:
Support technologies
Netbeans Download Link
You may also you the InteliJ IDe as well. This can be downloaded at:
InteliJ IDEA

CS Undergrad Lab

Computers are available for use in the Computer Science Lab (SCI 254). Your lab door passcode is the last 6 digits of your student ID Number (or the lazy code of 9-8-7-6-5-4). Ask a fellow student in the lab how to log onto the system. Contact the CS department (TH 906) if you have trouble.

Slack

This class will use a slack channel for its out-of-class communication. The channel will be a private slack channel. Students will need to fill out the Google form posted on ilearn. This form will be used to invite each student to the private slack channel.

GitHub

This class will use a GitHub to assign and turn in assignments. Students are expected to have made a GitHub accounts before starting the first assignment. You are encouraged to brush on your GitHub skills.

Class Website

ilearn Website

Exams

There will be one exam in the class and it will be a comprehensive exam covering topics taught throughout the semester. Note this test will be taken towards the ends of the semester. This will be the only exam in class.

Final Exam

There will be no final exam. In lieu of the exam. Each team will be presenting their games to the class. This presentation is work 7.5% of your grade. Attendance is Mandatory.

Teaching Methods

Lectures, Readings, Programming Assignments, Exams

Learning Outcomes

- Teach important object-oriented programming principles using a large application as a vehicle for learning; consider issues of programming in the large
- Introduce the student to integrated development environments
- Expose the student to other software development tools including debuggers and code profilers
- Students will develop several small applications and at least one large application. The knowledge of software development tools and object-oriented programming plays an important role in all software development projects students develop for courses in the program.

Attendance

You are expected to attend all class sessions, and you are responsible for all material covered in class. Material will be covered in class that is not in the textbook. You must make arrangements with your fellow classmates for lecture notes if you miss a class. The instructor may not provide lecture notes.

Assignments

In this class you will do 3 small to medium sized projects. These assignments will be partially completed and you will be expected to fill in the missing logic to get them working. These assignments will be aimed at certain programming styles and/or design patterns.

Term Project

In this class you will do a Term Project that will start after the completion of the third assignment. This project will comprise of designing and implementing two games in Java. The term project will be completed as a group assignment of two students. NO EXCEPTIONS. More information later.

Class Policy

- If you skip or miss class, you are responsible for all information covered in class, including updated and additional class notes or project specifications. Please obtain the contact information of fellow students;
- If you would like to appeal your programming project or test grades, you must do so within two weeks from the date the project or test is returned to you. There will be no exception, even if you miss those classes. You are responsible for obtaining your grade (they will be kept as up to date as possible on iLearn).

Late and Non-working Assignments

1. Late project penalty (based on the GitHub commit time stamp): You may submit your project up to 48 hours late. Anything submitted within this time window is only able to earn 75% of the credit. There is a hard cutoff of midnight - one second late will be considered late.

2. Project Grading: If the grader cannot run your program successfully, the maximum grade you can receive is 50

Grading

Category	Weight
Term Project	40%
Assignments	30%
Exam:	20%
Attendance	5%
MISC(class and slack participation)	5%

Grade Distribution - Subject to change throughout semester

95+	A
90-94	A-
85-89	B+
80-85	B
75-79	C+
70-74	C
60-69	D
0-59	F

Other Course Information

- Semester drop and withdrawal deadlines and procedures are provided on the University Calendar at Academic Calendar
- The University course repeat policy is at Repeat Policy
- Student privacy rights can be found at Student Privacy Rights
- Please be aware of our IT resources acceptable use policy, posted on our site at IT Acceptable Use Policy

Academic Cheating and Plagiarism

Cheating and plagiarism are very serious offenses and are treated as such. Please see CS Plagiarism Policy for department policies on cheating and plagiarism. Cheating or plagiarizing can result in a failing grade in the course and/or expulsion from school.

In-Class Texting, Tweeting, Chatting, etc.

You may use your computer in class for purposes directly pertaining to the class. Chatting, tweeting, etc., and extraneous work during class are not permitted. Use of mobile devices during class is not permitted. If it is so important, feel free to take it outside. Repeated violations of this policy may result a reduction of your grade.

Disability Access

Students with disabilities who need reasonable accommodations are encouraged to contact the instructor. The Disability Programs and Resource Center (DPRC) is available to facilitate the reasonable

accommodations process. The DPRC is located in the Student Services Building and can be reached by telephone (voice/TTY 415-338-2472) or by email (dprc@sfsu.edu). http://www.sfsu.edu/ dprc

Policy on Observance of Religious Holidays (F00-212)

The faculty of San Francisco State University shall make reasonable accommodations for students to observe religious holidays when such observances require students to be absent from class activities. It is the responsibility of the student to inform the instructor, in writing, about such holidays during the first two weeks of the class each semester. If such holidays occur during the first two weeks of the semester, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed.

Student Disclosures of Sexual Violence

SF State fosters a campus free of sexual violence including sexual harassment, domestic violence, dating violence, stalking, and/or any form of sex or gender discrimination. If you disclose a personal experience as an SF State student, the course instructor is required to notify the Dean of Students. To disclose any such violence confidentially, contact:

The SAFE Place - (415) 338-2208; http://www.sfsu.edu/ safe_plc/

Counseling and Psychological Services Center - (415) 338-2208; http://psyservs.sfsu.edu/

For more information on your rights and available resources: http://titleix.sfsu.edu