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CST 383

March 3, 2019

CST 383 Syllabus Summary

According to the syllabus for CST 383 for Spring 2019, students will be expected to learn and apply object-oriented programming techniques to develop large-scale software, both in individual and collaborative contexts. Throughout the course, students will design software following the software life cycle and requirements analysis. By the end of the course, a student of this course will be able will be able to design and implement a real-world Java program with a GUI using the Swing class.

Students will be graded on weekly programming labs, a video explaining one programming lab, learning journal entries, weekly discussion posts, weekly participation, and the midterm and final exams. Most assignments will be individual, but some will be group projects. In group projects, all students are expected to contribute equally to ensure fairness.

The Eclipse IDE is recommended as the professor provides resources on how to set up Eclipse, but any student already familiar with another IDE may use the IDE of their choice.

While late assignments are accepted, a reduction of %5 per day will be applied. However, after three days past the due date, late assignments will no longer be accepted.

Per university standards, every student is obligated to uphold scholastic honesty, which means that no work belonging to another should be presented as one’s own. In addition to plagiarism, academic dishonesty includes submitting one’s previous coursework as work for this class, altering grades, using unauthorized materials (unreleased course materials or tests and assignment keys), and falsification of information.