

# CS601: Principles of Software Development

## Course Intro

Olga A. Karpenko

# Instructor

- Prof. Olga Karpenko  
[okarpenko@usfca.edu](mailto:okarpenko@usfca.edu)
- Office Hours: MWF 3.05-5pm  
I might add additional office hours
- Location: Harney 403B

# Teaching Assistants

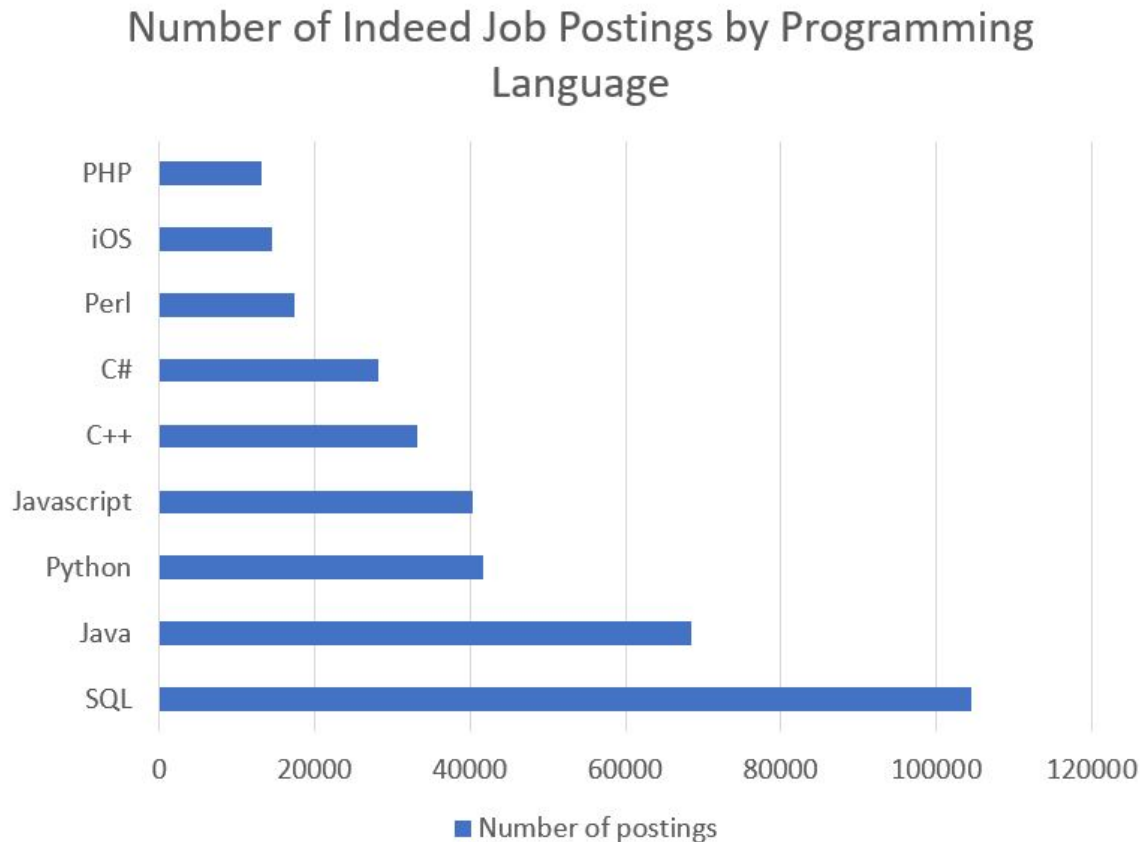
- Tuo He, [the8@dons.usfca.edu](mailto:the8@dons.usfca.edu)
- Bhargavi Kommineni,  
[bkommineni@dons.usfca.edu](mailto:bkommineni@dons.usfca.edu)
- TA hours:
  - Will be posted soon
  - Held in the "laptop" room: Harney 4<sup>th</sup> floor

# Course Website on Canvas

- <https://usfca.instructure.com/courses/1571170>
- The same website for cs601-01/cs601-02

# Java

- Widely used object-oriented programming language

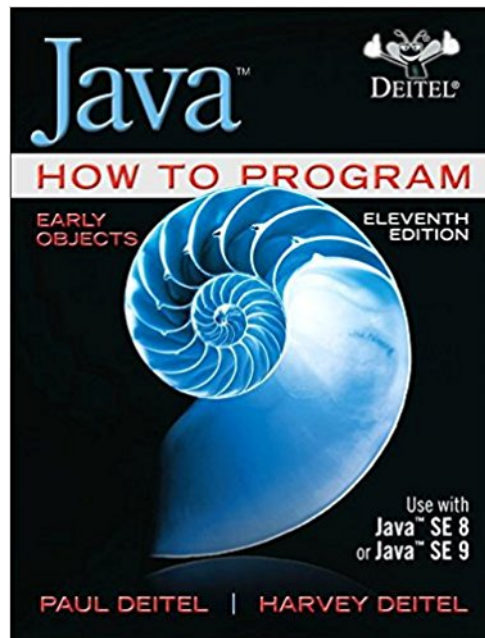
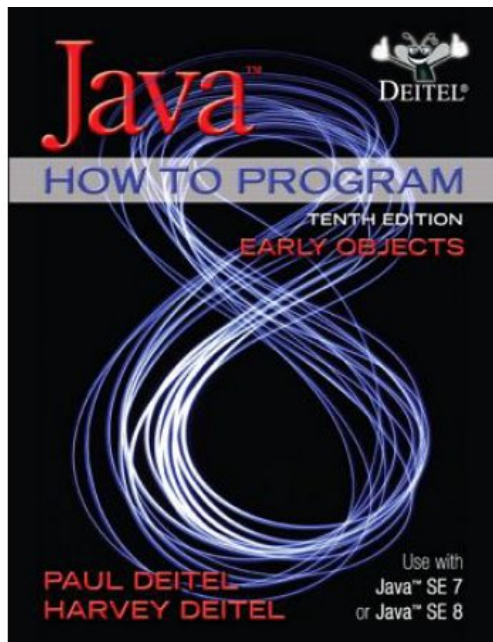


# Topics

- Inheritance/Polymorphism
- Generics
- Multithreading
- Networking
- Database Programming
- Web Development
- Design Patterns
- Software lifecycle
- Testing
- git/github

# Course Materials

- Lectures will be posted online
- Recommended: Deitel & Deitel  
"Java How to Program" (10<sup>th</sup> or 11<sup>th</sup> Edition)



# Laptop Use

- No laptop or phone use during the lecture
- Unless we have an in-class exercise or a lab



# Course Requirements

- Quizzes
- Labs (programming assignments)
- Two exams (midterm and final)
- Project (a large programming assignment)
- Class Participation

# Project

- Two releases
- Graded interactively by the professor & the TAs
- Emphasis on code quality
- Will check the code for:
  - correctness, proper encapsulation & generalization
  - efficiency and maintainability

# Github

- Submission of programming assignments is via git/github
- Instructor will create private repositories for students
- Create a github account using your usfca email

# Grade Breakdown

- 10% Quizzes
- 30% Labs
- 15% Midterm Exam
- 15% Final Exam
- 30% Project  
(10% first release, 20% second)

# Exams

- Exam1 (midterm): Oct 13
- Exam2 (final): Dec 6
- If one scores  $\leq 60\%$  on both exams, they get an F for the class

# Academic Honesty

- Assignments are to be completed individually
- Students may not:
  - Look at another student's code or solutions
  - Code together
  - Receive outside help
  - Submit code copied from the web

# Academic Honesty

- Students may:
  - Receive help from the professor and the TAs
  - Discuss high-level ideas

# Late Policy

- Late assignments are not accepted
- Unless you have a verifiable medical emergency



# Piazza

- Online "discussion board" for the class
- Check your email: accept invitation to join
- Can be accessed via Canvas course webpage
- On questions on an assignment, do not post any code that gives part of the answer to the assignment

# ToDo List

- Make sure you have a CS account
  - Default password: the last 6 digits of the student ID
- Find the course website on Canvas
- Join Piazza
- Install Java JDK 8
- Install IntelliJ IDE
- Create a github account using your usf email
- Review Java Basics

# Where to get help

- CS Support
  - <http://www.cs.usfca.edu/support.html>
  - Email [support@cs.usfca.edu](mailto:support@cs.usfca.edu)
- Instructor, TAs

# Game

- Split into groups of 4
- Play the **three truths and one lie game**
  - Write four statements about yourself on a sheet of paper
  - Three statements should be true, one - a lie
  - The other players should guess which one is a lie