

# Course Syllabus

## Fall 2010

### General

#### CS 212 – Software Development (Section 02)

Fall 2010 · Harney Science Center, Room 235

Tuesdays & Thursdays · 4:35pm – 6:20pm

#### Website:

<http://www.cs.usfca.edu/~sjengle/courses/fall2010/cs212/>

[http://blackboard.usfca.edu/bin/common/course.pl?course\\_id=\\_36442\\_1](http://blackboard.usfca.edu/bin/common/course.pl?course_id=_36442_1)

#### Mailing List:

[cs21202@cs.usfca.edu](mailto:cs21202@cs.usfca.edu) · <https://cs.usfca.edu/mailman/listinfo/cs21202>

#### Description:

This course gives students experience designing, implementing, testing, debugging, and reviewing large programs. Students will also get advanced Java programming experience, covering topics such as inheritance, multithreading, networking, database programming, and web development.

### Instructor

#### Sophie Engle

[sjengle@usfca.edu](mailto:sjengle@usfca.edu) · <http://www.cs.usfca.edu/~sjengle/>

#### Office Hours:

Harney Science Center · Room 140B

Tuesdays & Thursdays 1:00pm–2:30pm (*and by appointment*)

### Teacher Assistant

#### Zahara Docena

Email TBA\*

*\*Please use office hours or the discussion boards for homework-related questions before contacting the TA via email.*

#### Office Hours:

Location TBA

Time TBA

## Learning Outcomes

At the end of this course, students should be able to:

- Independently design programs
- Implement large programs of greater than 2.5k lines of code
- Design and execute tests to identify software bugs
- Repair software bugs, redesigning and refactoring code when necessary
- Utilize, analyze, and critique code written by others

## Schedule & Topics

We will cover the following topics, in order, throughout the semester:

- Java Overview
- Data Structures
- Multi-Threading
- Web Architectures
- Networking Technologies
- Testing & Debugging
- Design Strategies

These topics may change slightly. A more detailed schedule is available in the “Calendar” section.

## Resources

There are no required books for this class. Students are recommended to get a Java reference book for this course. Students new to Java should also get an introductory Java book. Students may also benefit from a book on web programming. Stop by my office or send me an email for recommendations.

## Grading

The final grade will depend on 5 programming labs, 2 in-class exams, a final project, and in-class participation. The specific breakdown is as follows:

- 35% Labs
- 30% Exams
- 25% Project
- 10% Participation

There will be 5 programming labs due throughout the semester. Code that does not run as specified will be penalized one letter grade. Students are expected to use appropriate code standards, such as commenting and proper indentation.

There will be 2 in-class exams on topics covered throughout the semester, and a final project due at the end of the semester. The project grade will depend on both code functionality and code quality.

Attendance is mandatory. In addition to participation in-class, participation points may be earned through exercises and in-class quizzes.

Letter grades will be assigned according to the following scale:\*

Cutoff	
A	≥ 93.0%
A-	≥ 90.0%
B+	≥ 87.0%
B	≥ 83.0%
B-	≥ 80.0%
C+	≥ 77.0%
C	≥ 73.0%
C-	≥ 70.0%
D+	≥ 67.0%
D	≥ 63.0%
D-	≥ 60.0%
F	< 60.0%

*\*Note that this scale is subject to change.*

## Late Policy

**\*\*\*All deadlines are firm except in case of verifiable medical emergency.\*\*\***

Students are responsible for meeting all homework and project deadlines. Extensions will not be granted and late homework will not be accepted except in case of verifiable medical emergency.

Students must be present in class for the midterm and final exam. Make up exams will not be given, except in case of verifiable medical emergency.

## Academic Honesty

Simply put, do *not* cheat and do *not* plagiarize or copy (from other students *or* from the web). All work in this class is to be completed individually—not in groups. I expect all students to adhere to the academic honesty policies at USF. More information is available at <http://www.usfca.edu/fogcutter/studentconduct/>.

Students caught violating the academic honesty policy will face severe penalty. A first offense will result in a 0 on an assignment or exam, and a report to the Dean's office. Repeat offenses may result in an F for the course.