

CSCI 201L Syllabus

Principles of Software Development

Summer 2019

Instructor: Jeffrey Miller, Ph.D.
Email: jeffrey.miller@usc.edu
Web Page: <http://www-scf.usc.edu/~csci201>
Office: SAL 342
Phone: 213-740-7129
Lectures: 29906R, Monday/Tuesday/Wednesday/Thursday 10:00a.m.-11:50a.m., VKC 102
Labs: 29907R, Monday/Tuesday/Wednesday/Thursday, 12:00p.m.-1:30p.m., VKC 102

Office Hours: Any day by appointment

Textbooks: Liang, Y. Daniel. Introduction to Java Programming, Comprehensive Version, 11th Edition, Prentice Hall, Inc., 2017. ISBN 978-0134670942

Description: Object-oriented paradigm for programming-in-the-large in Java; writing sophisticated concurrent applications with animation and graphical user interfaces; using professional tools on team project.

Grades:	Labs	10%	Assignments	20%
	Written Exam #1	15%	Group Project	30%
	Written Exam #2	15%	Lecture Attendance	10%

Grades will be based on a curve that operates in favor of the students, with at least the following grades for a given percentage x. If the average in the class is lower than 80%, the average will become the cut-off between a B- and a C+.

x >= 93	A	73 <= x < 77	C
90 <= x < 93	A-	70 <= x < 73	C-
87 <= x < 90	B+	67 <= x < 70	D+
83 <= x < 87	B	63 <= x < 67	D
80 <= x < 83	B-	60 <= x < 63	D-
77 <= x < 80	C+	x < 60	F

Exams: Written Exam #1	Thursday	May 30, 2019	During Class
Written Exam #2	Tuesday	June 11, 2019	During Class

The written exams are closed book and will consist of theoretical questions and may have code to be analyzed, though very little code will be required to be written. You are allowed one 8.5"x11" of double-sided **hand-written** notes for the exam, but no other resources are permitted.

An exam can only be taken on the scheduled date and at the scheduled starting time. Accommodations for students with letters from DSP will be provided, though the exam will still need to be taken on the scheduled date. There are no makeup exams. If you miss an exam due to an emergency, official written documentation, whatever that may be based on the situation, will need to be submitted to me as soon as you are physically able (before the exam if possible). Approval will be solely based on my discretion though it should be based on a documented illness or emergency. Based on the exam, here are the rules that will be followed:

- If an excuse is not approved, you will be given a 0 on the exam.
- If there is an approved excuse for written exam #1, the percentage for that exam will be added to the percentage for written exam #2.
- If there is an approved excuse for written exam #2, you will receive an Incomplete grade in the course and must make up the exam based on the conditions of an Incomplete.

Assignments: Assignments will be discussed in class and worked on individually. Discussion among students is fine, but no copying of other student's code is allowed. The program needs to compile, and grading will only occur if the program is able to be run. Assignments will be submitted via Github or Blackboard (instructions will be provided in class) and are due by 11:59p.m. on the due date (see Late Policy below). Grading criteria will be provided with the assignment description. Graders will grade the assignments. Once grades are entered into Blackboard, students will be able to request a regrade if they think a mistake has been made in the grading through the following process:

1. Within five days of receiving the grade on an assignment, submit a formal request with the online form. Note that this is the only request that can be made to regrade that specific assignment, so be sure to include all relevant information. If the request is submitted more than five days after the grades are posted, the request will be denied.
2. The TA will review the request and determine if a regrade will be granted.
 - a. If the regrade request is denied, the original grade will stand.
 - b. If the regrade request is granted, the TA will forward the request to a grader (possibly a different one than who originally graded it). The grader will conduct a regrade and send the updated grade to the TA, who will then enter it into Blackboard.
3. There will only be one regrade request, and the grade after the regrade is final. If any questions arise beyond that, the student will need to speak with the professor in person.

Project: The project in the class will be assigned approximately half-way through the semester. The project will consist of between 4-6 students. Formal documentation following the software engineering process will be required. The project will be discussed in class with the corresponding due dates. The project deliverables will be submitted via Blackboard and is due by 11:59p.m. on the due date (see Late Policy below).

Late Policy: There is no late policy. For any assignment or project that is submitted after 11:59p.m. on the due date, the student will receive a 0. Assignments should be submitted early in case some situation arises that prohibits a student from submitting an updated version before the deadline. I understand that things happen, students get sick, accidents occur, computers crash, and so on, so budget your time appropriately considering any risk factors.

Labs: The TA/CPs will lead the lab section each week. There will be an assigned lab program each week that reinforces the topics covered in the lectures. The lab assignments will be graded based on effort, attendance, completion, and understanding. The labs are intended to be completed during the lab period, and you are expected to work on the lab during the section. The lab assistants are there to answer any questions and help you, so use your time in lab wisely. You will be asked one or more questions by the lab assistants at the end of each lab to ensure you understood what was covered. If you cannot answer the questions, the lab assistants can deduct points from your lab grade. Each lab is worth 0.8% of the final grade, and the total lab score is out of 10%. There is no extra credit if more than 10% is earned for labs.

Attendance: Attendance will be taken during lecture. To receive full credit for attendance, you must attend 12 out of the 15 lectures this semester. Because there are three lectures that can be missed without penalty to your final grade, there are **no excused absences**. You can miss three lectures for whatever reason, but no student will be given attendance points without attending the lecture. If a lecture is cancelled for any reason, it does not change that you still must attend 12 lectures over the semester to receive full credit for attendance.

To earn full credit for the lecture, you must be present at the time during the lecture when attendance is taken (which will be a different time each lecture). If you do not check in during that time, you will not be given credit for attending the lecture that day. There is no extra credit for attending more lectures than required.

Prerequisites: CSCI 104L – Data Structures and Object-Oriented Design

Students with Disabilities: Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to the professor as early in the semester as possible.

Academic Integrity:

The Viterbi School of Engineering's policy on Academic Integrity can be found at <http://viterbi.usc.edu/academics/integrity/>. All students are expected to understand and abide by these principles. SCampus (<http://scampus.usc.edu>), the Student Conduct Code, contains the information about violating University standards in Part B Section 11. Any potential violations will be taken seriously, and the proper academic process will be followed, including reporting to the USC Student Judicial Affairs and Community Standards (SJACS).

Viterbi Honor Code:

Engineering enables and empowers our ambitions and is integral to our identities. In the Viterbi community, accountability is reflected in all our endeavors.

Engineering+ Integrity.

Engineering+ Responsibility.

Engineering+ Community.

Think good. Do better. Be great.

These are the pillars we stand upon as we address the challenges of society and enrich lives.

Course Outcomes (expected after you've finished the course)

i	The ability to understand the software engineering in terms of requirements, design, and implementation;
ii	An understanding of how to use interaction diagrams to help define requirements;
iii	The ability to produce a software design based on requirements;
iv	The ability to produce software, including graphical user interfaces, from a design;
v	The ability to unit test a module;
vi	An understanding of concurrency and how it works in computer operating systems;
vii	The ability to write multi-threaded programs and correctly solve a mutual exclusion problems using semaphores or monitors;
viii	The ability to use Java in writing programs;
ix	The ability to use HTML and CSS in designing graphical user interfaces;
x	The ability to use messaging as a communication method;
xii	The ability to apply a software engineering process to a large software project;
xiii	The ability to work effectively on a team;
xiv	An understanding of the ethical issues in working within a group;

ABET Student Outcomes

Graduates of the program will have an ability to:

1	Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2	Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3	Communicate effectively in a variety of professional contexts.
4	Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
5	Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.