CS 290 - Object-Oriented Design  
Spring 2009 - Syllabus

Instructor  
Dr. Deborah Hwang  
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Home page: http://csserver.evansville.edu/~hwang

Office Hours: See instructor's home page.

Course Home Page  
Announcements regarding handouts and assignments will be made in class. Assignments will be available only at the course home page (http://csserver.evansville.edu/~hwang/s09-courses/cs290.html). It is your responsibility to consult the course home page on a regular basis. Grades will be posted to Blackboard (http://acebb.evansville.edu).

Catalog Data  
In-depth study of abstract data types and objects, including inheritance and polymorphism, frameworks and design patterns, and the use of these principles in problem solving and program design.

Objectives  
● Students will be able to apply the principles of object-oriented programming and design to write computer programs in the Java Programming Language.  
● Students will be able to apply the principles of object-oriented programming and design to write computer programs given user requirements and general specifications.  
● Students will be required to learn about the available code in the Java Libraries by using online documentation and research techniques that are similar to those employed in the real world.  
● Students will be able to design object-oriented software solutions to solve engineering problems.

Prerequisites: CS 215

Required Textbooks  

Eric Gamma, Richard Helm, Ralph Johnson, and John Vlissides, Design Patterns: Elements of Reusable Object-Oriented Software. Addison-Wesley. ISBN 0-201-63361-2.

Daily Requirements  
Assigned daily reading assignments.

Programming Projects  
There will be approximately 6 programming projects of 2-3 weeks in duration. Programming projects will be graded using the following criteria with the weights as shown.
50% Correct results
50% Design

Programming projects will be submitted on-line via email.

**Exams and Evaluation**

There will be two in-class written exams and a comprehensive final written exam. Final grades will be based on the following weighted distribution:

- 25% Two in-class exams (12.5% each)
- 25% Comprehensive final exam
- 50% Programming projects (weighted as indicated in assignment)

Final grades are based on the final weighted percentage with some adjustments depending on class distribution.

**Late Projects, Missing Exams**

Programming projects are due electronically by 4:30pm on the date specified unless otherwise noted. Any assignments arriving after 4:30pm are considered late. The following automatic late penalties will be applied:

- 10% if handed in by 4:30pm, one day late
- 20% if handed in by 4:30pm, two days late
- 30% if handed in by 4:30pm, three days late

Unexcused late work will not be accepted for credit after three days after the due date without prior arrangements. For the purpose of counting days, Friday 4:30pm to Monday 4:30pm is considered one day. Please note that the purpose of the automatic late extension is to allow students leeway when needed. It is usually better to hand in something late and completed than on-time and incorrect. However, chronically handing in late submissions will lower your final grade.

**Submitted projects can be worth as little as -10%**. Missing projects are worth 0%. In other words, if you waste the instructor's time by turning in a project that you clearly put no effort into, it will be worse than if you handed in nothing.

Valid excuses for missing exams and handing assignments in late include illness, family emergencies, religious observances, official UE events such as varsity games and concerts, etc. They do not include (most) work conflicts, studying for other classes, leaving a day early or staying home an extra day over a weekend or holiday, etc. In general, an excused absence is one caused by circumstances beyond your control.

The instructor will rely on your integrity for getting work excused. If you have a valid excuse, put it in writing, sign your name to it, and give it to the instructor. For religious observances and official UE
events, you must inform the instructor that you will be absent before the absence occurs, otherwise it will be considered an unexcused absence.

Excused work must be made up within one calendar week from the original due date for full credit. Late excused work will not be accepted. Exceptions will be made for serious or prolonged illness, or other serious problems. Please note: It is your responsibility to take care of missed or late work.

Attendance Policy
Attendance is important and expected. Attendance records will be maintained in accordance with Federal Law, but will not be used in the determination of grades, except in borderline cases. However, the instructor reserves the right to reduce a final grade in this course for excessive absences. Students will be warned prior to such action. Students are responsible for all material covered in class. If you miss a class, find out what was covered from another student. You are responsible for checking the course home page for new assignments even if you miss class.

Honor Code
All students are expected to adhere to the University's Honor Code regarding receiving and giving assistance. The following specific guidelines are in force for this course.

- **Programming projects are to be your own work unless otherwise noted.** Discussing the meaning and general solution techniques of an assignment with other students is permitted. For example, discussing "How is this assignment similar or different from problems presented in the text or in lecture?" is acceptable.

  Asking another person for assistance on specific items in your own analysis and design or code is also permitted, but you may not observe another person’s solution or code in its entirety for the purposes of studying or copying it, with or without that student’s permission. For example, asking, "What does this compiler error mean?" or "Do I have the correct class syntax here?" is acceptable. Whereas asking "Can I see how you coded your stack?" is not acceptable.

  In particular, since UNIX systems tend to be open by default, it is absolutely forbidden to "rummage" around the csserver file system looking at anyone else's work even if they have not set the file permissions to prevent such observation. (For those that would rather not rely on the integrity of others, it is suggested that all work for this class be put into a subdirectory that has its permissions set to owner only.)

  Giving or receiving unauthorized aid on a programming project will result in a 0 for the project on the first offense. Any subsequent violations will result in an F for the course and possibly formal disciplinary action.

- **Exams, of course, are to be solely your own work.** Giving or receiving any type of unauthorized aid on any exam will result in a final grade of F and possibly formal disciplinary action.

If there is any doubt as to whether assistance is acceptable, consult the instructor.