CS 635 Syllabus

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Office Hours   4:15-5:15 pm, 8:30-9:30 pm Tuesday, Thursday

Course WWW Site: http://www.eli.sdsu.edu/courses/spring11/cs635/index.html. All course handouts will be delivered via WWW at the above URL.

Texts:

- Design Patterns: Elements of Reusable Object-Oriented Software, Gamma, Helm, Johnson, Vlissides, Addison-Wesley, 1995.

- Refactoring: Improving the Design of Existing Code, Fowler, Addison-Wesley, 1999.

- Object Coupling and Object Cohesion, chapter 7 of Essays on Object-Oriented Software Engineering, Vol. 1, Berard, Prentice-Hall, 1993, Will be on reserve at Love Library and at Cal Copy.

- Abstraction, Encapsulation, and Information Hiding, chapter 6 of Essays on Object-Oriented Software Engineering, Vol. 1, Berard, Available on-line at: http://www.itmweb.com/essay550.htm

- Big Ball of Mud by Brian Foote and Joseph Yoder, http://www.laputan.org/mud/mud.html

- The Design Patterns Smalltalk Companion, Alpert, Brown, Woolf (optional)

Course mailing list: This semester this the course portal will be used to email notifications to students. A link to the course portal can be found on the course web site.

Prerequisites: CS535 and working knowledge of Java, C++, C#, Objective C, Ruby or Smalltalk.

This is a graduate course in object-oriented programming that assumes you have taken an undergraduate course in object-oriented programming and have a working knowledge of one of Java, C++, C#, Ruby or Smalltalk. In the recent past a number of students have taken this course without this background and done poorly in this course. February 1 is the last day to drop the course. After that date it is nearly impossible to drop the course. February 3 is the last day to add the course. Grades in this course are based only on performance of the student. Problems with languages (English and/or Java) are not considered in assigning grades.

Grading: Your grade will be based on two exams (50% of your grade) and homework (50% of your grade). If needed there will quizzes. There is no extra credit work in this course. There will be between 3 and 5 programming assignments. Missing a programming assignment may drop your course grade by considerably. Some assignments in this class may seem easy at first glance. This causes some students to delay starting the assignment. Often they find out too late that the assignment is harder than they think, which hurts their grade.

Crash Policy: Crashers will be added at the end of each class as long as there are open seats. If there are more crashers than open seats crashers will be selected at random.

Late Policy: Late homework will be accepted, but with a penalty. An assignment turned in 1-7 days late, will lose 3% of the total value of the assignment per day late. The eight day late the penalty will be 40% of the assignment, the ninth day late the penalty will be 60%, after the ninth day late the penalty will be 90%. Once a solution to an assignment has been posted or discussed in class, the assignment will no longer be accepted. Late penalties are always rounded up to the next integer value.

Cheating: Any one caught cheating will receive an F in the course and they will be reported to the SDSU Judicial Procedures Office.