

# Syllabus

Software Development – COMP/CENG 170  
10:00 am daily, Science 207  
Fall 2009

**Instructor:** Dr. Frank McCown  
**Contact:** 501-279-4826, HU Box 10764, fmccown@harding.edu  
**Home Page:** <http://www.harding.edu/fmccown/classes/comp170-f09/> (Syllabus, useful links)  
**Office Hours:** Science 208: 3 – 5 MW F and 11 – 12, 4 – 5 TR or by appointment

## Course Description

Fundamental concepts of problem solving and computational algorithms will be covered as well as an overview of the computer science field. Using the C++ programming language, a study will be made of language syntax, program control flow, algorithm implementation and modular program design, data types and structures, and file input and output. Computer science topics to be examined include machine architectures, operating systems, algorithm analysis and design, programming languages, data structures, software engineering, and artificial intelligence.

Optional textbook: [Introduction to Programming with C++](#) (2<sup>nd</sup> Edition) by Y. Daniel Liang (2009). ISBN: 978-0136097204

Tutoring: Sci 201 Computer Lab. Tutor hours are mostly in the evening and on weekends. Tutors are upper-class computer science majors who have completed this course and more advanced programming courses. If you ever have problems getting help from a tutor, please contact me.

## Attendance

You are expected to be in class **every day**. You may have four “free skips,” but each unexcused absence after that will result in 0.5% being subtracted from your final grade. Attendance will be taken daily at the beginning of class. If you are late, it is your responsibility to see me after class. Absences that are excused (illness, school sponsored trips, etc.) will not be held against you. Those who attend class regularly will usually do much better than those who miss frequently. After missing a class, it is **your responsibility** to get the notes from a classmate and get any assignments and handouts from me. I will not redo a lecture for someone missing class although I’d be happy to explain things further to you during scheduled office hours.

## Exams

Four hour long exams (100 points each) will be given along with a cumulative final exam (150 points). If you are unable to take an exam as scheduled due to a serious illness or some other emergency, it is **your responsibility** to call me and leave a message before the exam or as soon as you are physically able. If an official school function takes you out of class on an exam date, it is your responsibility to make arrangements *one week prior* to the exam as to when you will take the exam. Usually it will be given early, not late.

## Homework and Labs

There will be 2-4 homework assignments and in-class labs each week. Homework and labs are due at the beginning of the class period the day after they are assigned. The homework is to be completed individually, but most labs are to be completed in pairs (2 people). Partners will be assigned later in the semester.

Pair programming has been shown to have a number of benefits including increased personal satisfaction and fewer errors<sup>1</sup>, and it helps most students perform better when first learning to program. When working in pairs, both of you must work together on a *single* computer, and both of you must write *approximately half* of the code. **No code can be written without the other partner present and watching.** Both of you should understand completely what is being written.

## Programming Projects

There will be approximately five programming projects. You will usually be given one to two weeks to complete each project. These are major assignments which will require dedicated effort and time to complete. You will use **Microsoft Visual Studio .NET 2008** to write the programs; it is installed on all machines in the classroom and 201 lab. To obtain a free copy of VS .NET to install on your own computer, first complete the

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<sup>1</sup> See *All I Really Need to Know about Pair Programming I Learned in Kindergarten* (2000) for more information on effectively using pair programming at <http://citeseer.ist.psu.edu/williams00all.html>.

Student Use Agreement and then follow the instructions given on the *MSDNAA - How to access the software* handout (both are available on the class website).

You may work independently on your projects or in pairs (with your assigned partner or someone else). When you submit a program that has been written in pairs, you must include a printed log listing the dates and times you and your partner met to write the program. If you fail to provide a log or turn in a program that is nearly identical as someone else's will be considered cheating.

### **Class Presentations**

Each of you will need to give a 5 minute class presentation on some current event or subject of interest related to computing. You will be graded on your talk, and it will be averaged with your homework scores. All presentation subjects must be okayed by me at least 24 hours before the talk. You will not be allowed to use PowerPoint, so you'll need to rehearse your talk well before giving it. The presentations will be scheduled throughout the semester.

### **Extra Credit**

You will receive **0.1%** points extra credit added to your final grade for each Computer Seminar that you attend. Seminar meets every Friday at 7:05 am in Science 113. The first seminar will begin around the 3<sup>rd</sup> week of the semester. There will be approximately 11 seminars, thus allowing you to increase your final grade by 1.1%. See <http://www.harding.edu/comp/calendar.html> for the complete schedule.

**The McChallenge:** 1% will be added to your final grade for the completion of a program which will be made available to you later in the semester. The program will be due the Friday before final exams. You can skip the program and still get the 1% added to your final grade if you beat me in a game of basketball, tennis, racquetball, Halo, chess, Trivia Pursuit, or any other sport/game that I know how to play. If you lose, you still may complete the program to get your 1%. Only one challenge per semester, and all challenges must be made *before* the final week of class. Come by my office to schedule a time to play.

### **Grades**

Final grades will be computed as follows:

Exams:	40%
Projects:	25%
Homework and Labs:	20%
Final Exam:	15%

Standard letter grades: A = 90-100%, B = 80-89% C = 70-79%, D = 60-69%, F = 0-59%

Late work: A maximum of 10% will be taken off each day (not each class period) a program or assignment is late, up to 50%. Every day is counted, including weekends. Nothing late more than 1 week will be accepted.

### **Expectations**

1. It is important that you **check your e-mail regularly (everyday)** because I occasionally give hints or corrections to homework assignments via e-mail. This is also the best way to communicate with the class outside of the classroom. **Do not** IM me unless the expected response is a one-liner (e.g., Are you in your office?). If you need help with a program, IM is especially inefficient... better to come by my office.
2. I expect every one of you to hold to the **highest standard** of personal conduct and **integrity**. That means you will not cheat on tests or programs. Cheating may result in you being dropped from the class with an F. Homework should be completed individually (not in teams or pairs). One thing that you should never do is give someone your source code... this often leads to cheating. Come by during office hours (or we'll arrange a time) for assistance on programs. Also take advantage of the tutor who will be available several times a week.
3. I expect you to adhere to the **dress code** as spelled out in the Student Handbook. This includes men removing caps while in class.
4. There is **no food or drink** prohibited in the lab. The lab has expensive equipment and carpeting that is easily spoiled by an accident.
5. Lab computers may be used during class to **take notes and write programs**. They may not be used for any other purpose including instant messaging, e-mail, surfing the Web, Facebook, games, etc. Students who break this rule will not be allowed to use the lab computers.
6. Silence your cell phones.

Computer science is one of the most fascinating fields you can study and currently has the **most stable** and **satisfying** job market available. It is, however, a science and as such requires a dedicated effort to master. Computer science is certainly an exciting and enjoyable field, but it cannot be mastered without **persistence** and **practice**. You should expect to struggle with some of the difficult concepts in this course, but do not give up. It is possible to master the material, but you will have to work diligently to do so. Those who do the best in this course attend

class regularly, turn in homework and assignments on time (because they didn't procrastinate), and seek help from the tutor or myself when in a rut. Remember that I am here to help you.

### Assessment

Harding University, since its charter in 1924, has been strongly committed to providing the best resources and environment for the teaching-learning process. The board, administration, faculty, and staff are wholeheartedly committed to full compliance with all criteria of the Higher Learning Commission of the North Central Association of Colleges and Schools. The university values continuous, rigorous assessment at every level for its potential to improve student learning and achievement and for its centrality in fulfilling the stated mission of Harding. Thus, a comprehensive assessment program has been developed that includes both the Academic units and the Administrative and Educational Support (AES) units. Specifically, all academic units will be assessed in reference to the following Expanded Statement of Institutional Purpose: **The University provides programs that enable students to acquire essential knowledge, skills, and dispositions in their academic disciplines for successful careers, advanced studies, and servant leadership.**

Assessment of the knowledge, skills, and dispositions of each student for the purpose of assigning a letter grade at the completion of this course will be based on the projects, homework assignments, and exams that were described previously in this syllabus. Near the completion of your major in the department of Computer Science, you will be assessed by a comprehensive examination covering core courses in your major, including this course. This examination will influence your final grade in the senior capstone course.

### Students with Disabilities

It is the policy for Harding University to accommodate students with disabilities, pursuant to federal and state law. Therefore, any student with a *documented disability* condition (e.g. physical, learning, psychological, vision, hearing, etc.) who needs to arrange reasonable accommodations, must contact the instructor and the Disabilities Office at the *beginning* of each semester. (If the diagnosis of the disability occurs during the academic year, the student must self-identify with the Disabilities Director *as soon as possible* in order to get academic accommodations in place for the remainder of the semester.) The Disabilities Office is located in Room 102 of the Lee Academic Center, telephone, (501) 279-4019.

### Schedule

The following schedule is subject to change but gives you an idea of how the class will progress:

Week 1	Introductions Brief history of computing Hardware and software basics	Week 7	Chars and complex conditions Lab 4 – Nested ifs and chars Data validation Review Program 2	Week 12	Lab 9 – Strings String streams Software engineering <b>Exam 4</b>
Week 2	Algorithms and flowcharting Binary numbers C++ history and syntax intro	Week 8	Intro to functions Functions that return values Lab 5 – Debugger Output parameters Lab 6 – Functions	Week 13	Intro to files More files The Web and HTML Lab 10 – File I/O Review Program 5
Week 3	Input, output, assignment Lab 1 - Compile and run Machine architecture <b>Exam 1</b>	Week 9	Review Program 3 Intro to arrays Lab 7 – Arrays Operating Systems <b>Exam 3</b>		Thanksgiving Break
Week 4	Arithmetic expressions and ops C++ logical conditions if and if-else statements	Week 10	Sorting algorithms Parallel arrays Searching arrays 2D and 3D arrays Lab 8 – 2D arrays	Week 14	Intro to structs Constructors and methods Lab 11 – Structs and files
Week 5	while and do-while statements Lab 2 – Flow chart to code Review Program 1	Week 11	Review Program 4 Intro to strings C string functions C++ string functions	Week 15	Intro to pointers Dynamic memory allocation Linked list
Week 6	Nested ifs and loops Lab 3 – Ave, min, and max for loops and switch statements Programming languages <b>Exam 2</b>			Week 16	<b>Final Exam</b>  "Whatever you do... do all to the glory of God." - I Corinthians 10:3