Course Information

Course structure for Fall 2003

The course focuses on the practice of principled code design, as applied to the design of large programs. The programming language Java is used as the implementation language.

The central component of the course is a very large programming project, which will be (partly) carried out in teams.

In lectures we will review the principles that underlie writing good code, specifically with respect to the object-oriented programming paradigm, with an emphasis on elegant code that is easy to write, read, understand, and show correct.

In lab sections we will review the progress of the project and will review good programing practice in the Java programming language.

Assignments and grading

Several (up to 10) short in-class quizzes (10%) , in-class mid-term exam (15%), final exam (covering the entire course) (15%), Programming project, divided into sections (60%). You are expected to attend class regularly, read the assigned reading before class, and participate in class discussion. Some assignments will be done in teams, which will be determined by the instructor.

Attendance (same rules as in CS 257)

Your attendance at lectures is mandatory. To encourage attendance, quizzes will be unannounced and in-class.

Prerequisites in detail

Experience with developing substantial applications in imperative (especially object-oriented) programming languages is required. This kind of experience should be gained by taking CS 251. An understanding of the principles of programming languages is desirable; this kind of experience should be gained by taking CS 257.

Lectures

Tuesdays and Thursdays, 2:00–3:15, in Tapy 220.

Instructor

Darko Stefanovic, office FEC 345C, phone 2776561, email darko@cs.unm.edu — office hours Tuesdays & Thursdays, 3:15–4:00.

Lab sections

Mondays 1-1:50 and Thursdays, 3:30–4:20, in ESCP 110.

Teaching assistant

Matthew Barrick office FEC 330A, email barrick@cs.unm.edu — office hours Wednesdays 9:30-10:45.

UNM statement of compliance with ADA

Qualified students with disabilities needing appropriate academic adjustments should contact the instructor as soon as possible to ensure their needs are met in a timely manner. Handouts are available in alternative accessible formats upon request.

Textbooks

(The bookstore has ordered the titles marked with *.)

Required reading

* Ken Arnold, James Gosling, and David Holmes: *The Java Programming Language*, 3rd Edition, Addison-Wesley, ISBN 0-201-70433-1.

Assignment hand-in policy

Assignments are due on the date assigned, no extensions will be granted, and no credit will be given for late homework. Hand-in mechanisms (usually electronic) will be specified with each assignment.

Cooperation and cheating

The following description is for individual work and assignments. (Team assignments, such as the main course project, will have special policies.) Feel free to *discuss* homework assignments with classmates and the instructor. However, *do not look at or copy another's solution*. If a problem appears too difficult, or you lack the background to solve it, you are expected to talk to the instructor promptly. Once you have the background necessary to solve a problem, you must provide your own solution. Exchanging homework solutions is cheating and will be reported to the University administration; students involved may not be permitted to continue in the class. You are responsible for exercising due diligence in protecting your homework files from unauthorized access. In case two or more students present essentially similar homework, all involved students will be reported to the University administration.

Each assignment handed in must be accompanied by the following statement: *"I pledge my honor that in the preparation of this assignment I have complied with the University of New Mexico Board of Regents' Policy Manual, including Section 4.8, Academic Dishonesty."* The manual is available at `http://www.unm.edu/~brpm/index.html`; please read it.