CS 3500: Application Development

Fall 2015 Syllabus

Course Description

For students pursuing degrees in Computer Science or Computer Information Technology, or others with an interest in graphical interface design and implementation. Covers the theory and practice of constructing easy-to-use interfaces through programming graphical environment projects in a variety of languages and platforms.

Prerequisites

CS 1410 (grade C- or higher) and CS 3005 (grade C- or higher)

Course fees

Course fee: $25, used to assist in maintaining CIT infrastructure.

Disability Statement

If you suspect or are aware that you have a disability that may affect your success in the course you are strongly encouraged to contact the Disability Resource Center (DRC) located in the North Plaza Building. The disability will be evaluated and eligible students will receive assistance in obtaining reasonable accommodations. Phone # 435-652-7516.

Title IX Statement

DSU seeks to provide an environment that is free of bias, discrimination, and harassment. If you have been the victim of sexual harassment/misconduct/assault we encourage you to report this to the college’s Title IX Director, Cindy Cole, (435) 652-7731, cindy.cole@dixie.edu. If you report to a faculty member, she or he must notify the Title IX Director about the basic facts of the incident.

Sections

One section:

1. MWF at 11:00am – 11:50am in Udvar-Hazy 104
   CRN: 46320

   Final exam: Wednesday, December 16 at 11:00am – 1:00pm

Instructor

Instructor: DJ Holt

Email: djholt@dixie.edu

Office hours: Mondays and Wednesdays from 2:00pm to 2:50pm, or by appointment.

Objectives

At the end of the course, students will:

- Understand how to design and implement a functional graphical user interface within a software application.
- Understand the process of learning a new programming language and application framework to create working software.
- Understand the differences and similarities in developing applications for a variety of devices and platforms.

Resources

Computer Labs
You may use the computers in Udvar-Hazy 151. There will also be lab assistants in this lab. Not all assistants will be qualified to assist with this course.

The computers provided within the CIT lab facilities have all necessary software installed and configured as required for the course. Students may use personal computers to complete course assignments, however, this will require several software components to be correctly installed and configured. While this will not be covered in class, students may request individual help from the instructor.

Course Web Site

This course has an accompanying website. You are responsible for announcements, the schedule, and other resources posted on the website. Grades will be managed on the website, which requires a valid CIT username and password. If you do not already have a CIT login, visit http://cit.dixie.edu/facilities/passwd.php to create one, or ask a lab assistant to help you sign up for one.

Assignments and Exams

Reading

This course has no required text, however, students will be expected to find and reference online documentation and examples to assist with the completion of assignments. Additional reading resources can be recommended upon request.

Assignments

A series of approximately 6-8 programming projects will be assigned throughout the course. Assignments are due at 11:59pm on the date specified in the schedule.

Exams

A comprehensive final exam will be given at the end of the semester.

Grading

Assignments will count for 75% of your point total. The final exam will count for 25% of your point total.

Letter grades are assigned based on the percentage of possible points attained, according to the following chart:

<table>
<thead>
<tr>
<th>Minimum Percentage</th>
<th>Letter Grade</th>
<th>Minimum Percentage</th>
<th>Letter Grade</th>
<th>Minimum Percentage</th>
<th>Letter Grade</th>
<th>Minimum Percentage</th>
<th>Letter Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>94</td>
<td>A</td>
<td>84</td>
<td>B</td>
<td>74</td>
<td>C</td>
<td>64</td>
<td>D</td>
</tr>
<tr>
<td>90</td>
<td>A-</td>
<td>80</td>
<td>B-</td>
<td>70</td>
<td>C-</td>
<td>60</td>
<td>D-</td>
</tr>
<tr>
<td>87</td>
<td>B+</td>
<td>77</td>
<td>C+</td>
<td>67</td>
<td>D+</td>
<td>0</td>
<td>F</td>
</tr>
</tbody>
</table>

Course Policies

Attendance

Students are responsible for material covered and announcements made in class. School-related absences may be made up only if prior arrangements are made. The class schedule presented is approximate. The instructor reserves the right to modify the schedule according to class needs. Changes will be announced in class and posted to the website. Exams and quizzes cannot be made up unless arrangements are made prior to the scheduled time.

Time Commitment

Courses should require about 45 hours of work per credit hour of class. This class will require about 135 hours of work on the part of the student to achieve a passing grade, which is approximately 9 hours per week. If you do not have the time to spend on this course, you should probably rethink your schedule.

Collaboration
Limited collaboration with other students in the course is permitted. Students may seek help learning concepts and developing programming skills from whatever sources they have available, and are encouraged to do so. Collaboration on assignments, however, must be confined to course instructors, lab assistants, and other students in the course. Students are free to discuss strategies for solving programming assignments with each other, but this must not extend to the level of programming code. Each student must code his/her own solution to each assignment. See the section on cheating.

**Cheating**

Cheating will not be tolerated, and will result in a failing grade for the students involved as well as possible disciplinary action from the college. Cheating includes, but is not limited to, turning in homework assignments that are not the student’s own work. It is okay to seek help from others and from reference materials, but only if you learn the material. As a general rule, if you cannot delete your assignment, start over, and re-create it successfully without further help, then your homework is not considered your own work.

You are encouraged to work in groups while studying for tests, discussing class lectures, discussing algorithms for homework solutions, and helping each other identify errors in your homework solutions. If you are unsure if collaboration is appropriate, contact the instructor. Also, note exactly what you did. If your actions are determined to be inappropriate, the response will be much more favorable if you are honest and complete in your disclosure.

Where collaboration is permitted, each student must still create and type in his/her own solution. Any kind of copying and pasting is not okay. If you need help understanding concepts, get it from the instructor or fellow classmates, but never copy another’s code or written work, either electronically or visually. The line between collaborating and cheating is generally one of language: talking about solutions in English or other natural languages is usually okay, while discussions that take place in programming languages are usually not okay. It is a good idea to wait at least 30 minutes after any discussion to start your independent write-up. This will help you commit what you have learned to long-term memory as well as help to avoid crossing the line to cheating.

**College Policies**

Additional college policies, calendars, and statements are available online at [http://new.dixie.edu/reg/syllabus/](http://new.dixie.edu/reg/syllabus/).