IT/CS4600: Senior Project

Fall 2016 Syllabus

Course Description: Course for students in Computer Science and Computer and Information Technologies programs. This course will instruct students in advanced topics of software engineering. Teams of students will be required to complete an aggressive programming project. Fulfills the CIT senior project requirement.

Prerequisites: Last spring semester of CIT program

Course fee:
The fee for this course is $25.00, used to assist in maintaining the CIT infrastructure.

Sections:
1. F 2:00-4:30 in Hazy 119
CRN: 20903/CS, 21216/IT

Final Exam: Friday May 2, 12:30-2:30

Objectives: The student will gain practical experience in the specification, design, implementation and testing of a project.

Resources:

There is no required text for this course. However, each student will need to research information specific to individual projects. Should you need any assistance, the instructor is willing and eager to meet with you. Do not silently fail. Get help.

Computer Resources

You may use the computers in the general lab area in the Smith Computer Center. There will also be lab assistants in these labs. You will also have access to virtual machines to complete most of the tasks.

Course Website

This course has an accompanying website. You are responsible for announcements, the schedule, and other resources posted on the website. Assignments and grades will be managed using Canvas, which requires a valid Dixie username and password. The course website is accessible at http://cit.cs.dixie.edu/courses/.

Assignments and Exams

Reading

The student is responsible for reading the material in the textbook. A reading schedule is provided with the class schedule on the course website. The student is expected to read the material before the class in which it is discussed. The book also includes material beyond what we will discuss in lecture, which you are encouraged to study on your own. Feel free to bring questions from the reading to lectures or to office hours.

Assignments

Assignments will be graded for accuracy of function and style of design. Programs that do not compile will receive no credit. It is important that you start early and get each of your assignments done before its due date. Many problems will take much longer to solve in a single sitting than in many shorter sessions. Give yourself time to think; sleep on difficult problems. Finish early so you can go back and refine your initial approach.

Assignments are due on the date listed in the schedule, and must be passed off to the instructor or a lab assistant for the course. Your instructor will tell you how to appropriately submit assignments. This means
that you must reserve time to pass it off at a suitable time before the end of the day it is due.

**Presentations**

You will be expected to present a oral reports according to the dates given on the schedule. The first report will be about mid-way through the semester and will be a report of activities up till this point. You will also give a final project presentation demonstrating your project at the end of the semester.

**Grading**

Your are required to perform the following tasks as shown on the schedule or given in class:

- Project Stuff (80% of grade)
  - Initial project documentation
  - Specs (20)
  - Design (20)
  - Midterm Presentation (30)
  - Poster (30)
  - Final Presentation (100) (If you do not submit a final oral report you will receive an ‘F’ for the course)

- Class participation (20% of grade)
  - Resume (25)
  - Participation (5 pts each)
  - Class participation will be awarded for attending mock interviews and other guest speaker presentations.

Your grade will be based on a percent of the above point totals. I do reserve the right to add/remove assignments as necessary.

Here is the grading scale:

<table>
<thead>
<tr>
<th>Score</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt;= 94</td>
<td>A</td>
</tr>
<tr>
<td>&gt;= 90</td>
<td>A-</td>
</tr>
<tr>
<td>&gt;= 87</td>
<td>B+</td>
</tr>
<tr>
<td>&gt;= 84</td>
<td>B</td>
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<tr>
<td>&gt;= 80</td>
<td>B-</td>
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<tr>
<td>&gt;= 77</td>
<td>C+</td>
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<td>&gt;= 74</td>
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<tr>
<td>&gt;= 64</td>
<td>D</td>
</tr>
<tr>
<td>&lt; 64</td>
<td>F</td>
</tr>
</tbody>
</table>

**Course Policies**

**Absences**

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**

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.

**Late work**
Late work is not accepted. You are expected to turn things in by the date they are due. If something is due at 11:59pm and you are 1 minute late, you will not receive credit. Your lowest assignment score will be dropped. Any Exceptions must be discussed with the instructor. Computer failure does not qualify as an excuse for late work.

It is your responsibility to see that assignments/projects are turned in and on time. If you come to me and say, “I turned in that assignment”, yet I have no record of it, you will receive a 0. The burden of proof is on you to prove that you turned in something at a given time. We are using an electronic submission system which records when a item is submitted.

Finally, no points can be contested after a test which covers that assigned material has been given. So for example, if you come to me at the end of the semester and say “Oh, but I turned in that assignment the second week of the semester”. If I don’t have a record of it, and we have already tested on it, you will not get the points.

**Cheating and 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 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**

Click on this link - [http://academics.dixie.edu/syllabus/](http://academics.dixie.edu/syllabus/) - for comprehensive information on the Semester Dates, the Final Exam Schedule, university resources such as the library, Disability Resource Center, IT Student Help Desk, Online Writing Lab, Testing Center, Tutoring Center, and Writing Center. In addition, please review DSU policies and statements with regards to Academic Integrity, Disruptive Behavior and Absences related to university functions.

If you are a student with a medical, psychological, or learning disability or think you might have a disability and would like accommodations, contact the Disability Resource Center (652-7516) in the Student Services Center. The Disability Resource Center will determine eligibility of the student requesting special services and determine the appropriate accommodations related to their disability.

**Important Links**

- Disability Resource Center - dixie.edu/drcenter
- IT Help Desk - dixie.edu/helpdesk
- Library - library.dixie.edu
- Testing Center - dixie.edu/testing
- Tutoring Center - dixie.edu/tutoring
- Writing Center - dixiewritingcenter.com