COURSE SYLLABUS
Object Oriented Software Development
CSC535

PROFESSOR:	Dr. Craig Reinhart
CLASSROOM:	D8
TIME:	Th 6:00 – 9:30**
OFFICE HOURS:	Th 5:00 – 6:00 or by appt.
CONTACT INFORMATION:	email: reinhart@clunet.edu phone: 493-3320
TEXTBOOK:	UML Distilled, 3rd Edition Martin Fowler Addison-Wesley, 2004 ISBN: 0-321-19368-7
PREREQUSITE:	CSC335 Software Engineering

** An additional 72 minutes of class time is now required. This will be in the form of additional lecture time added to the end of scheduled class sessions and online Blackboard sessions.

COURSE DESCRIPTION:

Writing a computer program is more than just sitting down in front of a keyboard and typing away…much, much more. It has been shown that in our everyday lives we think and act very naturally in terms of objects. Computer scientists have successfully applied this same thought process to the development of large software systems giving birth to the object-oriented software development process. In this course we will study object-oriented design and programming concepts utilizing the Unified Modeling Language and apply them to a development project.

The best way to learn object-oriented software design and development is through exposure to theory and practical application. Thus, this class will be centered about a development project. Class time will be divided between lectures describing object-oriented concepts and theory and lab where students will put the theory to practice. Students will work in teams (because that is how large software projects are developed in the industry.) They will be given a software project specification and will take it through the stages of conceptualization (analysis), representation (modeling), and implementation (coding.)

GOALS/OBJECTIVES:

Goal 1: Demonstrate an understanding of the basic principles and concepts that comprise object-oriented software engineering.

1. Analyze a project specification identifying ambiguities.
2. Convert an unambiguous project specification to a system model.
3. Convert a system model to a working computer program.

Goal 2: Apply the principles and concepts of object-oriented software engineering to real problems.

1. Implement a software system from specification to debugged, properly working code.
2. Develop software documentation as an integral part of the system design.
3. Manage a software project from the beginning to the end of the development phases and into the maintenance phase.

GROUP PROJECTS/ACTIVITIES:

Students will work in teams. The size and make-up of each team will depend on the number of students in the class and their abilities.

GRADING CRITERIA:

Successful completion of the course will require satisfactory completion of homework assignments/programming assignments and exams, and participation in classroom discussions.

Course grades will be assigned based on your performance on homework assignments, the team project, the final exam, and classroom participation.

Attendance at lectures is critical as there will be discussions and time dedicated to the team project. If you are missing lectures then you are not contributing to your team project nor are you participating in the discussions. As such, the project and participation portions (see below) of your grade will decline if you miss or are late to lectures. If you absolutely must miss a class please consult the professor ahead of time.

The following scale will be used:

A	100-95	B	86-83	C	76-73	D	66-63
A-	94-90	B-	82-80	C-	72-70	D-	62-60

B+	89-87	C+	79-77	D+	69-67	F	59-0

Your course grade will be determined as follows:

Project	50%
Homework	20%
Final Exam	20%
Class participation	10%

COURSE EVALUATION:

All course evaluations are now conducted online. Your feedback is important to us. You will receive an email message reminding you when the website is open for your feedback. The link is: http://courseval.callutheran.edu.

DISABILITY STATEMENT:

California Lutheran University is committed to providing reasonable accommodations in compliance with ADA of 1990 and Section 504 of the Rehabilitation Act of 1973 to students with documented disabilities. If you are a student requesting accommodations for this course, please contact your professor at the beginning of the semester and register with the Accessibility Resource Coordinator for the facilitation and verification of need. The Accessibility Resource Coordinator is located in the Center for Academic and Accessibility Resources (CAAR) Office in Pearson Library, and can be contacted by calling 805.493.3878 or emailing wperkins@callutheran.edu.

ACADEMIC HONESTY:

The educational programs of California Lutheran University are designed and dedicated to achieve academic excellence, honesty and integrity at every level of student life. Part of CLU's dedication to academic excellence is our commitment to academic honesty. Students, faculty, staff and administration share the responsibility for maintaining high levels of scholarship on campus. Any behavior or act which might be defined as "deceitful" or "dishonest" will meet with appropriate disciplinary sanctions, including dismissal from the University, suspension, grade F in a course or various forms of academic probation. Policies and procedures regarding academic honesty are contained in the faculty and student handbooks.

Plagiarism, cheating, unethical computer use and facilitation of academic dishonest are examples of behavior which will result in disciplinary sanctions. Plagiarism includes, but is not limited to:

- word for word copying without using quotation marks or presenting the work as yours
- using the ideas or work of others without acknowledgement
- not citing quoted material. Students must cite sources for any information that is not either the result of original research or common knowledge.

PEARSON LIBRARY:

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DISCLAIMER:

This syllabus may change from time to time to accommodate changing circumstances. Every effort will be made to alert students to changes that occur in a timely manner. The class schedule and topics will be discussed during the first week of lectures.