

**CSCI 334 System Design and Implementation**  
**Spring 2009**  
**MWF 10:20 – 11:10 AM, HOSCI 123**  
**R 10:10 – 11:30 AM, PPHAC 114 (Lab)**

**Instructor:** Sun Chung  
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**Office:** PPHAC 213, (610) 625-7786

**Office Hours:** MWF 9 – 10, T 10 – 11, and by appointment

**Course Description (from the Catalog):** A project-oriented study of the ideas and techniques required to design and implement a computer-based system. Topics include project organization, interface design, documentation, and verification. This is a writing intensive course. Prerequisites: CS 222, CS 244, and CS 256.

**Textbook (required):**

- (1) Shari Lawrence Pfleeger and Joanne M. Atlee, *Software Engineering: Theory and Practice*, 3<sup>rd</sup> edition, Prentice Hall, 2006.
- (2) Justin Zobel, *Writing for Computer Science*, 2<sup>nd</sup> edition, Springer, 2005.

**Goals include the following:**

By the time you complete the course, you will have done the following.

- Learn the concepts and issues of software engineering, including team work, management issues, etc.
- Design, implement, test, and document a large software project.
- Improve writing skills, especially with respect to the field of computer science.

<b><u>Grading:</u></b>	Journal	20
	Homeworks & Assignments	20
	Projects	40
	<u>Midterm</u>	<u>20</u>
	Total	100

Please note the following:

1. Makeup tests will be given only for documented emergencies.
2. It is within the instructor's purview to apply qualitative judgment in determining grades for an assignment or for the course.

**Disability Accommodations:** If you have disabilities, please let me know and I will do my best to provide you with adequate accommodations. In addition, please note the following policy of the College: “Students who wish to request accommodations in this class for a disability should contact Mr. Joe Kempfer, Assistant Director of Learning Services for Disability Support, 1307 Main Street (extension 1510). Accommodations cannot be provided until authorization is received from the office of Learning Services.”

**Attendance:** I expect perfect attendance. However, if you have to miss class, you are responsible for all material covered that day, so be sure to check with someone in the class.

There is no penalty for up to two classes missed. With the third class missed, the grade will be lowered by one level (from A to B, from B to C, etc.). A final grade of F will be given in the case of six classes or more missed.

**Homeworks and Assignments:** In addition to larger projects with a number of checkpoints, there will be smaller projects and problem solving homeworks. Some of the assignments will be done individually, and others in pairs or groups. Programs must be handed in by 11:59 PM on the due date for full credit. A penalty of 25% will apply if the assignment is handed in the next day (and 50% for another day). After that, the assignment will not receive any points. A total of three grace days are given. A program must compile to be graded.

**Academic Honesty:** I feel very strongly that you do your own work. Copying another program will earn a zero for both the copier and the source. Merely changing the names of the variables or reordering a few instructions is not original work and will be considered a copy.

Legal ways to help others in the class include:

1. Talking in general terms on how to design the program (not specific instructions).
2. Helping extensively on “systems” questions (naming files correctly, using the compiler, printing out programs, etc.).
3. Finding syntax errors.
4. Debugging running programs (or crashing programs) by helping someone find the place where the error occurs and giving suggestions on how to fix the error. Giving suggestions means giving general ideas and does not include mailing your code, writing down instructions, or otherwise writing the program for your classmate.
5. Acting as a tutor by showing someone a different example and working with them on solving a different problem.

The syllabus is subject to change.