CSC172 Intro To Computer Science II
Winter 2005

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Course Web Site :	http://knowledge.udmercy.edu

Office Hrs:

Mon.	Tues.	Wed.	Thurs.
11:00-1:30	12:35-1:30	11:00-1:30	12:35-1:30

Text :	*Programming & Problem Solving with C++, 4th ed.* by Dale & Weems
Lab book :	*A Laboratory Course in C++, 4th ed.* by N. Dale
Recommended Reading:	Practical Debugging in C++; by A. Ford &T. Teorey (available used for ~$13 on Amazon.com)
Software :	Microsoft C++.NET will be used for this course. You will receive instructions on how to obtain a copy of this software from the instructor.
Grading :	40% Tests (4) 30% Programs (3) 30% Lab Assignments

Grading Scale :

93-100% A	87-89% B+	77-79% C+	69-67% D+

90-92% A-	83-86% B	73-76% C	60-66% D
	80-82% B-	70-72% C-	0-59% F

Course Description:

Built-in and User-Defined Data Types, Arrays, Lists, Strings Arrays, Records, Structured Data Types, Classes and Data Abstraction, C++ Object-Oriented Software Developments, Inheritance, Composition, Dynamic Binding and Virtual Functions, Pointers, Dynamic Data, Reference Data Types, Recursion.

Objectives :

- Students will be able to understand and write programs in the C++ language on a more sophisticated level using more complicated constructs, (than in CSC 171.)
- Students will be able to design programs which are well-written, correct and easy to maintain.
- Students will understand and be able to design/write programs which make use of search & sort arrays.
- Students will understand and be able to design/write programs which make use of dynamic data, pointers and linked lists.
- Student will understand the concept of data encapsulation and abstraction and begin to make use of these ideas in designing and writing programs.
- Students will be able to design/write programs which make use of classes.
- Students will understand the concept of recursion and be able to implement an example of this technique.
- Students will be familiar with the concepts of object oriented programming, including inheritance and composition.

Course Web Site :

The course web site is hosted on UDM's *Blackboard* software. You can access this site using the URL

http://knowledge.udmercy.edu.

To login you will need your username, which is in the following form: *firstname.lastname* (all lower-case, using your formal first and last name as it appears on your class schedule.)

Your default password should be your student id# (as it appears on your class schedule, NOT your student ID card!). Y

* Update your password to something more memorable.
* Update your email address in the **Personal Information** section of TOOL box on the left side of the welcome screen on the Blackboard web site.

The class calendar will be updated on the this web site. Homework and materials for class will be posted here.
Check the course web site regularly.

Tests :

There will be 4 tests. They will be based on the reading, class discussion and lab work. The first part of the test will usually be multiple choice and the second part short answer (some will involve writing code).

(the instructor reserves the right to move back dates if necessary)

Test 1	Tuesday 2/15	Chapters 11, 12 & extras
Test 2	Tuesday 3/15	Chapters 13 & 14
Test 3	Tuesday 4/5	Chapters 15 & 16
Final Exam	Tuesday, 4/26	(Cumulative + Chapter 18) 11:00-12:50 p.m.

LAB Assignments :

There is a mandatory lab scheduled with this course.
Weekly lab assignments will be a based on those in the Lab book or created by the instructor. Some labs may need to be completed outside

of lab time.

Assigned Lab sheets from the lab book should be completed and turned in along with the necessary printouts.

Late Lab assignments will be accepted for reduced credit until the test on that material. After the test, late labs will not be accepted!

Key cards may be requested for the 3rd floor computer lab.

Programs :

There will be 3 programming assignments. Assignments will be due at the beginning of class. Programs will be graded on documentation, functionality, and adherence to specifications. More details will be provided later.

Programs are not group projects, unless otherwise stated. Plagiarized programs will result in zero grades for all involved. Late programs will be graded down 8% for each class day late.

Make-up Policy :

Make-ups will only be allowed in extreme circumstances beyond your control. An e-mail prior to the absence (or A.S.A.P.) is expected. Students are responsible for all material missed.

Materials :

You need at least 2 HD (high density) 3_" formatted disks or a USB mini drive to save your work in the lab.

Academic Integrity :

Each student will be expected to meet the standards of academic ethics. Sanctions on will be imposed on those who fail to meet these standards according to the *Student Handbook*2of the College of Engineering and Science and the *Student Rights and Responsibilities* publication of the University of Detroit mercy.

Plagiarism will not be tolerated. Referenced work, (borrowed code) must be cited. If a determination is made that plagiarism has occurred, all parties involved will receive zero grades and the matter will be referred to the appropriate dean(s).