University of Detroit Mercy
College of Engineering and Science
Department of Mathematics and Computer Science

CSC-469 01 Seminar in Computer Science
Winter 2004-2005

DESCRIPTION OF COURSE: This course will allow students to apply the knowledge they gained during their course of study. Students will design, implement and test a computer system in their field of interest selected from a list of topics given below. The course heavily relies on the mastering of C++, Java, or Visual Basic.

PREREQUISITES: CSC-172, CSC354, CSC 413, CSC-443, and CSC-449

PREREQUISITES BY TOPIC: No Specific topics. Students should take this class during their last semester of study

REQUIRED TEXT: None

INSTRUCTOR: Dr. Kevin Daimi, Room E259. Tel: 313-993-1503. Email: daimikj@udmercy.edu. Web Page: http://es.udmercy.edu/~daimikj/html/daimikj.htm

OFFICE HOURS: Monday and Thursday 4.00-5.00 pm. Or email me to schedule an appointment.

LECTURE: TR 6.40-7.55 PM, room E200.

COURSE OBJECTIVE: To allow students to practice the theoretical knowledge they obtained during their course of study, improve students' programming skills, and enhance the preparation of students for positions in industry, government, and education.

COURSE OUTCOMES: Upon completion of the course, students will be able to:

1. Work on real-life assignments in industry, government, and education.
2. Program, design, test, and implement computing projects.
3. Relate theoretical computer science to applications.
4. Analyze the costs and benefits associated with the techniques used in the project.
5. Measure the effectiveness of a given programming technique or language.
6. Apply computer ethics to their projects

COMPUTER USAGE: Students will implement their Projects using various software depending on the application area of the project.

TOPICS: Various computing projects will be presented by students

COURSE ASSIGNMENTS:

Assignment	Topic Covered	Assign Date	Collect Date
Graduation Project	Selective	01/11/2005	04/05/2005

GRADING:

Project Preparation	15%
Project Discussion	25%
Project Testing	20%
Project Quality	40%

EXAM SCHEDULE: (TENTITATIVE)

Discussion & Testing: April 07, 6.40-7.55
April 12, 6.40-7.55
April 14, 6.40-7.55

GRADING SCALE: A 95-100, A- 90-94, B+ 85-89, B 80-84, B- 75-79, C+ 70-74, C 65-69, C- 60-64, D+ 55-59, D 50-54

IMPORTANT DATES:

January 18	Last Day to Add a Class
January 18	Last Day for 100% Refund
January 19-24	75% Refund Period
January 25-31	50% Refund Period
February 1 – 7	25% Refund Period
February 4	Last Day to Drop a Class without a "W"
April 1	Last Day to Withdraw from Class

ACADEMIC INTEGRITY:

Students are expected to conform to a high standard of honesty and integrity in this course. Copying the work of someone else and other forms of cheating are strictly prohibited. Permitting or tolerating such behavior is also prohibited. The minimum penalty for any offense is a 0 on that assignment. The culprits may be subject to additional sanctions, up to and including expulsion from school for serious offenses, as prescribed by the University Catalog and the Engineering and Science Student Handbook.

TOPICS

Students should select an application from any of the following areas, and prepare a 2-page report summarizing the project plan. Students can select other areas with prior approval of the instructor.

- Applications of Machine Learning.
- Applications of Case-Based Reasoning, particularly to identifying student's misconception in learning a specific domain, preferably Mathematics or Computer Science.
- Computer Security
- Intelligent Tutoring Systems.
- Intelligent Web-Based Learning Systems.
- Applications of Virtual Reality Modeling Language (VRML).
- Automatic Spelling Correction of Foreign Languages.
- Authoring Tools Design.
- Intelligent User Interfaces.
- Intelligent Agents.
- Applications of Data Mining.
- Embedded Systems.
- Parallel Processing.
- Distributed Processing.