

CS 326 (Object Oriented Design) Fall 2003 SYLLABUS

Instructor: Jeffrey Horn, email: jhorn@nmu.edu
office: 1119 New Science Building
phone: 227-1607

Office Hours: Monday 12:00-1:00pm and Wednesday 12:00-2:00pm are OPEN OFFICE HOURS, no appt. necessary
I also have hours available BY APPOINTMENT ONLY (email me! and wait for my response!):

Tuesdays	Wednesdays	Thursdays
4:00-6:00pm	2:00-4:00pm	1:00-5:00pm

Classroom: WS 3607

Meeting Times: 11:00 - 11:50 am MWF

Prerequisites: CS 222, or consent of instructor

Textbook: *Object-Oriented Programming in C++ (5th ed.)*, by Robert LaFore

Our web page: <http://cs.nmu.edu/~jeffhorn/Classes/CS326/Fall2003>

(I will use the web page EXTENSIVELY, posting everything I can up there as soon as possible. This includes all electronic forms of handouts, assignments, solutions, sample tests, etc. Also I will post announcements, links to interesting, topic-related sites, etc. So please check our page regularly! At the very least, twice a week. We will also have a WebCT page for posting grades, etc. I will also use your NMU email address for some urgent notices, etc.)

PURPOSE:

1. Learn advanced object-oriented techniques and concepts by DOING,
2. Design, test, and "market" your own class library,
3. Become familiar with a major class library,
4. Learn more advanced data structures and algorithms,
5. Complete a significant software task/project,
6. Work with others (in teams or in a producer-consumer relationship), and
7. In achieving all of the above, LEARN HOW TO DESIGN REUSABLE CODE!!!!

TOPICS: (tentative)

- OOP methodology
- Inheritance
- Abstract classes and interfaces, virtual functions, etc.
- Templates and the STL
- Unified Modeling Language (UML)
- Windows DLL programming
- OO Design Patterns
- Deep copies and copy constructors
- Operator overloading

GRADING:

Approximately half the grade will come from "individual" work, and the other half from "group" work. The following breakdown is tentative:

- Individual homeworks (mostly, maybe all, programs) (20%)
- Individual quizzes (10%) and tests, including a big test or two (10%) and a FINAL (10%)
- A *team grade* that is shared equally among all the members of your project team (20%).
- A *team grade* that is divided among all the members of your project team with weighting determined by the team (10%).
- A team grade that is determined by the *audience* (or *users* of your team's product) (10%).
- Instructor's discretion (10%).

COMPUTING ENVIRONMENT:

Hardware: NMU ThinkyPads

Software:

- [3D Game Studio](#) (from [Conitec](#)),
- Visual Studio .NET (from Microsoft),
- [ArgoUML](#) (from [Tigris.org](#))

NOTE: *If you have a need for disability-related accommodations or services, please inform the Coordinator of Disability Services in the Disability Services Office located in Room 1104 of the University Center (227-1700; TTY 227-1543). Reasonable and effective accommodations and services will be provided to students if requests are made in a timely manner, with appropriate documentation, in accordance with federal, state, and University guidelines.*