Practical Programming Methodology
CS 2010

Course Outline

Instructor :   Franco Carlacci
Office :   C422
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Prerequisite : CS1150 and CS1720

Course Description

This course introduces students to the principles, methods, tools, and practices of a professional programmer working in a rich programming environment. The lectures focus on the fundamental principles of programming methodology based on abstract data types and their implementations. The laboratories offer an intensive apprenticeship opportunity for the aspiring software developer. Students use the programming languages C and C++ and software development tools supported by the DOS/Windows programming environment.

Evaluation

Assignments	30%
Quizzes	20%
midterm	15%
Final	35%

Text

There is no text available for this course; however, there are plenty of books out there that cover C and C++. The two classics that come to mind include :

B. W. Kernigham and D. M . Ritchie : *The C Programming Language* Prentice-Hall

and

B. Stroustrup :   *The C++ Programming Language* Addison-Wesley

The first book should now be available in a second edition. Be warned that some of the material in the text is Unix-specific. The second is a good introduction to C++. None of these explain object-oriented programming and design. I will provide notes and handouts explaining these concepts.