

SEP 06 2000

Practical Programming Methodology
CS 2010 - Fall 99
Course Outline

Instructor : Franco Carlacci
Office : C422
Phone : 539 2091
Prerequisite : CS1150 and CS2720
URL : <http://cmss.gprc.ab.ca/~francoc/>

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 /Windows95/WinNT/Unix programming environment.

Evaluation

Take home assignments : 20%
Lab assignments (min of 10) : 20%
Midterm : 25%
Final : 35%

Text for this course is *Navigating C++ and object-oriented design* by Paul and Gail Anderson

Page last updated on August 28, 1999 by Franco Carlacci