# Practical Programming Methodology CS 2010 - Fall 2010 3 (3-0-3) UT Course Outline

**Instructor**: Franco Carlacci

**Office** : C422 **Phone** : 539 2091

**Prerequisite**: CS1150 and CS2720 **Email**: franco@gprc.ab.ca

# **Transfer Agreement**

The transfer agreements set out for this course can be found by visiting the <u>Alberta</u> Council on Admission and Transfer web site

# **Calendar Description**

The calendar description for this course can be found at the GPRC website.

# **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/objects and their implementations. The laboratories offer an intensive apprenticeship opportunity for the aspiring software developer. Students use the C++ and Cprogramming languages and software development tools supported by the Windows/Unix operating systems

#### **Evaluation**

Take home assignments and

Lab assignments (min of 10): 45% Midterm: 25% Final: 30%

Assignments that are less than one week late will be penalized 20%; assignments submitted after that period will receive a grade of 0. Please note that you must submit ALL assignments (even late ones!) if you want the assignment portion to count towards your final grade.

## **Grading criteria**

I will use the grading system tables found on page 43 of the 2009-2010 GPRC

Calendar. Please note that a Grade of D or D+ may not be acceptable for transfer to other post-secondary institutions.

## STATEMENT ON PLAGIARISM AND CHEATING:

Please refer to pages 49-50 of the College calendar regarding plagiarism, cheating and the resultant penalties. These are serious issues and will be dealt with severely.

### Attendance

I will be taking attendance in this class. If you miss more than 5 classes, you may be barred from writing any final exam.

## **Text**

There is NO text for this course. I will be using my own lecture notes and the Web is full of tutorials and ebooks on C++/C