# **SYLLABUS**

### I. <u>Title</u>: CSC412 Topics in Computer Science

# II. <u>Time and Place</u>: Fall 2013, TR 11:00-11:50 a.m. (Rohr Science S14 and Virus lab); **Term project App in class demonstrations: Thursday, Dec 19<sup>th</sup>, 10:30 a.m.-1:00 p.m.**

- III. <u>Credit</u>: Two units.
- IV. Instructor: Jeff McKinstry, Ph.D., Professor of Computer Science

Office Hours: Rohr Scie	ence 216, (619) 849-2269; email: jeffmckinstry@pointloma.edu
Monday	1:05 – 2:45 p.m.
Tuesday	8:30 – 10:50 a.m.
Wednesday	1:05 – 2:45 p.m.
Thursday	9:30 – 10:50 a.m.
Friday	1:05 – 2:45 p.m.
	Office Hours: Rohr Scie Monday Tuesday Wednesday Thursday Friday

or any other time you can find me in my office. I am not on campus on Tuesday and Thursday afternoons.

## VI. <u>Required Resources:</u>

Textbook: Required: Deitel, P., Deitel, H. and Deitel, A. Android: How to Program. Pearson, San Francisco, 2013.

<u>Computer:</u> PC or Mac **laptop** to run the application development environment. Otherwise, you will have to do your work in the virus lab or Bresee lab. An android device is NOT required.

- VII. <u>Objectives of the course</u>: Students will become proficient at developing simple applications for Android mobile devices using the Java development environment.
- VIII. <u>Course Organization</u>: The Course Schedule provides an outline with dates for some of the important activities of the course. Class time will be used for:
  - 1. Working through lab tutorial applications from the textbook in the virus lab.
  - 2. Time to work on programming assignments.
  - 3. Demonstrating programming solutions to the professor.
  - 4. Student presentations of term project apps.
- IX. <u>Attendance</u>: See the College <u>Catalogue</u> for a complete statement.
- X. <u>Student Evaluation</u>:

Programming Assignments	60%
Lab attendance	10%
Term Project demonstration/results	
Last term project presentation (December 19 <sup>th</sup> )	
Extra Credit: Make your term project app available to	
Android Market (see chapter 2):	5%

#### Late assignments will not be accepted.

There will be weekly assignments. You will be required to demonstrate your assignments to the professor in the lab.

Grades will be determined as follows:

93-100%	А
90-92%	A-
87-89%	B+
83-86%	В
80-82%	B-
77-79%	C+
73-76%	С
70-72%	C-
67-69%	D+
63-66%	D
60-62%	D-
0-59%	F

XI. <u>Course Schedule (subject to change)</u>.

Week	Tuesday (Virus lab)	Thursday (Virus lab)
Sept. 3	-	Course Overview
		Assignment:
		1. Complete "Before you begin"
		section on your computer.
		2. Read chapter 1.
		3. Demonstrate Doodlz app Sept. 10 <sup>th</sup> .
Sept. 10	Demonstrate Doodlz App +	Demonstrate the Welcome App
	Work through chapter 3	in <b>virus lab</b> by the end of the lab.
Sept. 17	Work on Exercise 3.5	Demonstrate Exercise 3.5
Sept. 24	Work through chapter 4	Demonstrate Tip Calculator App
Oct. 1	Work on Exercise 4.7	Demonstrate Ex. 4.7 App
Oct. 8	Work through chapter 5	Demonstrate ch. 5 App
Oct. 15	Work on Exercise 5.6	Demonstrate Ex. 5.6 App
Oct. 22	Work through chapter 6	Demonstrate ch. 6 App
Oct. 29	Work on Exercise 6.10	Demonstrate App +
		Turn in term project App
		<b>Requirement Specifications for</b>
		approval.
Nov. 5	Work through chapter 7	Demonstrate ch. 7 App
Nov. 12	Work on Exercise 7.12	Demonstrate Ex. 7.12 App
Nov. 19	Work through chapter 8	Demonstrate ch. 8 App +
		Work on your term project
		App in Lab
Nov. 26	Work through chapter 9	Thanksgiving
Dec. 3	Work through chapter 10	Demonstrate ch 9 and 10 Apps +
		Work on your term project
		App in Lab
Dec. 10	Work on your term project	Demonstrate version 0.1 of your
	App in Lab	Арр

Dec. 16 Finals week.	-	App 1.0 presentations in class
		10:30 a.m1:00 p.m.

The term project will be an android app which demonstrates use of the features covered in the sample applications developed during the semester. Your project must be approved by the professor prior to beginning work. You may work in groups of two for more ambitious projects, or work on your own. If you work in a group of 2, you must be willing to "pull your own weight".