CSCI 3194 (Professional, Ethics, and Design Seminar), Spring 2004

Syllabus

1 Course description

The objective of this course is to help you develop into a more qualified computer professional. As the course name suggests, the course has three primary objectives:

- Learn about professional conduct in computing.

- Learn about ethics in computing.

- Develop design skills.

While the first two are important to your long-term development as a computer professional, most of the time and effort in this course will spent on the third objective. One of the things that is difficult to teach in most courses but is very important for professionals involved with programming is the ability to turn a vague problem description into a detailed set of requirements and a design that meets them. To develop this ability, in this course students work in groups to design solutions to a single significant problem.

2 Basic information

Class meeting times and location

- W 2:30pm – 4:20pm, Science Lecture Hall (actually, most class periods will start with a joint meeting of CSCI 2194, CSCI 3194, and CSCI 4194 in SLH and then split into individual courses, with CSCI 3194 meeting in Halsell 340)

Prerequisites

- CSCI 2194 or consent of instructor.

Instructor and contact information

- Dr. Berna Massingill.

- Office: Halsell 201L.

- Office phone: (210) 999-8138.

- E-mail: `bmassing@cs.trinity.edu`. (Often e-mail is the best way to reach me.)

- Office hours:

    - Monday/Wednesday 12:30pm – 1:30pm
    - Monday 3:30pm – 5:30pm
    - Tuesday 12:30pm – 3:30pm

– Thursday 1pm – 4pm

In addition to these scheduled office hours, you are welcome to drop by and see if I am in my office and free to talk, or you can make an appointment by calling me or sending me e-mail. If I am not in my office during scheduled office hours, I should be somewhere in the building (perhaps in one of the labs helping another student), and there will usually be a note on my door saying where to find me.

3   Course materials

Textbook

There is no textbook for this course. However, we will use UML to represent designs, so it would be helpful to have a good book on UML. See the section below for some suggestions from Dr. Lewis.

Web page

Most course-related information (this syllabus, homework and reading assignments, etc.) will be made available via the World Wide Web. The course Web page is a starting point for Web-accessible course material; you can find it linked from my home page (`http://www.cs.trinity.edu/~bmassing`), directly at `http://www.cs.trinity.edu/~bmassing/Classes/CS3194_2004spring/`, or via Tiger's Lair (`http://bb.trinity.edu/`).

Other references

Here are some reasonable UML references.

- Sinan Si Alhir. *UML in a Nutshell*. O'Reilly & Associates, 1998.

- Martin Fowler and Kendall Scott. *UML Distilled: A Brief Guide to the Standard Object Modeling Language*. Addison-Wesley, 2nd edition, 1999.

- Meilir Page-Jones. *Fundamentals of Object-oriented Design in UML*. Addison-Wesley, 1999.

4   Course requirements

Grading

Grades in this course will be determined on the basis of class attendance/participation, an ethics presentation, and the design project, weighted as follows.

Component	Maximum points
Class participation	10
Ethics presentation	15
Project	75

Numeric grades will be calculated as a simple percentage, by dividing points earned on the above components by maximum points. These numeric grades will then be converted to letter grades based on a curve, but in no case will the resulting letter grades be worse than students would receive based on the following scheme.

Numeric grade	Letter grade
90 – 100	A
80 – 89	B
70 – 79	C
60 – 69	D
0 – 59	F

Ethics presentation

Detailed requirements will be provided via the course Web page. Ethics presentations by juniors are scheduled for February 25.

Project

Detailed requirements will be provided via the course Web page. Briefly, however: The class will be split into groups of about five students each. All groups will work on the same problem, first analyzing the requirements and then developing a design and a prototype solution. Each group will turn in a written report (including UML diagrams) and do an in-class presentation. Each group member will also turn in an evaluation of other members of his/her group. Design presentations by juniors are scheduled for April 21. Reports and prototype code are due April 28. Interim progress reports and evaluations will also be required; details will be provided via the course Web page.

Attendance

Regular class attendance is strongly encouraged; class participation grades will be based largely on attendance.

E-mail

Course-related announcements will sometimes be made by sending e-mail to the Trinity e-mail addresses of all registered students. Students are strongly encouraged to read mail sent to their Trinity addresses frequently. An archive of such announcements will be provided via the course Web page.

Late and missed work

Since most of the due dates for this course are linked to scheduled in-class events, they should be considered to be inflexible. Exceptions are possible only in very unusual circumstances; if you know you will be unable to meet a deadline, please notify the instructor as far in advance as possible.

Collaboration and academic integrity

Some work for this course is to be performed in groups; some (e.g., the evaluations of other group members) is to be performed individually. Detailed requirements for the project and ethics presentation will spell out which is which. Work submitted by an individual student must represent that student's own effort. Work submitted by a group must represent the efforts of members of the group only (i.e., collaboration between groups is not allowed). Work that is identical beyond coincidence is in violation of Trinity's Academic Integrity Policy and *will result in disciplinary action, including, but not limited to, a failing grade on that assignment for all parties involved.* You are responsible for the security of your work, both electronic and hard copy.