CS3194 Course Outline
Professional, Design and Ethics Seminar

January 11, 2011

Instructor: John E. Howland
Texts: Various machine readable materials (provided in HTML, Postscript and PDF formats on the course web site and on our lab machines).

1 Course Objectives

- Learn a design/implementation methodology such as UML or Agile Programming.
- Use the methodology to do a design of medium complexity.
- Perform a prototype implementation of this design.
- Learn about professional conduct in computing.
- Learn about ethical conduct in computing.

2 Presentations

There will be two presentations which may be done in groups.

- Ethics Presentation, March 7, 2011
- Design Presentation, April 18, 2011

3 Laboratory Work

One laboratory problem is assigned. This problem is to be done on a group basis following the Trinity University Academic Integrity Policy. or Trinity University Honor Code.

Academic Integrity and Honor Code

All students are covered by a policy that prohibits dishonesty in academic work. The Academic Integrity Policy (AIP) covers all students who entered Trinity before the Fall of 2004. The Academic Honor Code covers all those who entered the Fall of 2004 or later. The Integrity Policy and the Code share many features: each asserts that the academic community is based on honesty and trust; each contains the same violations; each provides for a procedure to determine if a violation has occurred and what the punishment will be; each provides for an appeal process. The main difference is that the faculty implements the AIP while the Honor Code is implemented by the Academic Honor Council. Under the Academic Integrity Policy, the faculty member determines whether a violation has occurred as well as the punishment for the violation (if any) within certain guidelines. Under the Honor Code, a faculty member will (or a student may) report an alleged violation to the Academic Honor Council. It is the task of the Council to investigate, adjudicate, and assign a punishment within certain guidelines if a violation has been verified. Students who are under the Honor Code are required to pledge all written work that is submitted for a grade: On my honor, I have neither given nor received any unauthorized assistance on this work and heir signature. The pledge may be abbreviated pledged with a signature.

Laboratory problems should be submitted electronically (e-mail to cs3194@leda.cs.trinity.edu) on or before the due date and should contain a problem write-up, source code and data sets used in solving the problem. The submitted source code files should be ASCII text files having Unix end-of-line characters (please convert all Windows and Mac text files to Unix format–I have found that Emacs or Stone Text Tool seems to do a reasonable job of such conversions). If several files need to be submitted, put them in a directory having name *your-last-name-problem-set-number* and create a tar archive of this file system and attach it to your e-mail problem submission.

4 Instructions for Turning in Projects

The course project is due no later than 4:30 p.m. on the last class period, April 25, 2011. There are *no* exceptions to this policy. Projects turned in after 4:30 p.m. April 25, 2011 will not be accepted for grading.

You should submit hardcopy versions of:

- Hardcopy versions of the project presentation slides
- Listing of project team members together with team role and actual contribution to the project, i.e.,

  Jill Student; Team Leader who prepared PowerPoint presentation, coordinated team activities and wrote the code for the instruction decoder.

  Jack Student; Team Cheer Leader and food gofer.

  Joe Student; ??

  etc.
- Hardcopy listings of all programs
- All programs, datafiles, makefiles, instructions for running the project program should be tar'd or zip'd and attached to an e-mail message addressed to cs3194@leda.cs.trinity.edu .

5 Grading

Final semester grades will be determined approximately as:

- Ethics Presentation 15%
- Design presentation 15%
- Design Project 65%
- Class Discussion/Participation (class roll will be taken) 5%

Class discussion and participation is a subjective measure of evaluation. It is the responsibility of the student to participate in course activities. This includes class attendance and in-class discussion, when appropriate, or discussion on the class discussion list, CSPED.