CS 3354: Object-Oriented Design and Programming  
Spring 2019  
(Section 252)

Instructor(s): Dr. Vangelis Metsis  
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Office Hours: MoWe 2:00pm – 4:30pm

Section Information: CS3354-005  
Time and Place of Class Meetings: MoWe 11:00am - 12:20pm, UAC 406  
Public course website: https://cs.txstate.edu/~v_m137/cs3354_spr2019  
TRACS URL: https://tracs.txstate.edu/  
We will use the TRACS website for the following:  
- Grades (Gradebook2 tool)  
- Programming assignment submissions (Assignments tool)  
- Lecture notes and Resources (code you can use in your programing assignments)  
- The course schedule and assignments will also be posted on the public course webpage  
- Assessments tool for quizzes and in-class exercises

Description of Course Content: An in-depth study of object-oriented design and implementation issues with emphasis on understanding the life cycle of object-oriented software, Unified Modeling Language (UML), inheritance and polymorphism, and exception handling. In-depth study of Java object-oriented language. Java will be used for implementing the exercises.

Student Learning Outcomes:  
At the end of the semester the student should be able to:  
1. Read and write code in a non-C++ language (Java)  
2. Design, implement, test, and debug programs written in Java.  
3. Describe the concepts of inheritance and polymorphism and incorporate them into Java programs.  
4. Describe the semantics of exception handling in Java, and use it to write reliable Java code.  
5. Read and write Java programs that use persistence (serializable objects).  
6. Read and write Java programs that use threads to implement concurrency.  
7. Read, design, and draw design models using the Unified Modeling Language (UML)  
8. Write Java code that implements the designs specified by UML diagrams.  
9. Determine the proper design pattern for a given problem.  
10. Design of basic Graphical User Interfaces (GUIs)  
11. Use JUnit to perform unit testing on Java code.  
12. Use Javadoc to specify the interface (API) of Java objects.

Course Materials:  
- Class slides, notes, and source code (main material to study – posted on TRACS)

No required textbook.

Recommended Textbooks:  
- "Head First Design Patterns: A Brain-Friendly Guide", By Bert Bates, Kathy Sierra, Eric Freeman,
Elisabeth Robson, ISBN-10: 0596007124


Grading:

Programming Assignments: 40%
Pop quizzes and class participation: 5%
Midterm: 25% (March 11)
Final Exam (comprehensive): 30% (May 13)

Class Attending Policy and Homework Policy:
Must attend class and submit homework on time. Excessive absences may influence your final grade. You must finish all individual assignments by yourself. Group assignment will be assigned a single grade. It is important to ensure that everyone in the group contribute to the project.
Each student gets 5 free late days total for the semester. Beyond that, late assignments will incur 10% penalty per day, for up to 3 days. After the 3 days, no submission will be accepted.

Make-up Exams: Make up exams will be allowed only to students that were not able to take the original exam due to a health condition justified by the related paperwork from a doctor. Absence due to other reasons will be graded with zero.

Drop Policy:
You must follow the withdrawal and drop policy set up by the University and the College of Science. You are responsible for checking the drop deadlines and making sure that the drop process is complete.
http://www.registrar.txstate.edu/registration/drop-a-class.html

*Students will not be automatically dropped for non-attendance.*

Accommodations for students with disability:
Any student with a special need, requiring special accommodations, should inform me during the first two weeks of classes. The student should also contact the office of disability services at the LBJ student center.

Academic Honesty:
You are expected to adhere to both the University’s Academic Honor Code as described here:
http://www.txstate.edu/effective/upps/upps-07-10-01.html, as well as the Computer Science Department Honor Code, described here: 2013 0426 HonestyPolicy CSPPS.doc.

- Except where explicitly and specially allowed (such as group project), all work submitted in the class is expected to be your individual work. Plagiarism will not be tolerated and if detected will result in automatic "F" grade.
- Do not include code (or other materials) obtained from the Internet in your assignments (except what is provided or allowed by the instructor).
- Do not email your program to anyone (except your partner or the instructor).
- The penalty for submitting a program that has been derived from the internet or any other non-approved source will be a 0 for that assignment. Violators will be reported to the Texas State Honor Code Council (http://www.txstate.edu/honorcodecouncil/).