CS360 Android Smartphone Development

Course Syllabus
Spring 2010

Introduction

The topic of this course changes from year to year depending on the latest developments in Computer Science and the research interests of the faculty. Recent topics include Client/Server Programming Using Java, Artificial Intelligence and Robotics, Windows Programming, and Computer Networking. Programming projects will build on existing APIs. Prerequisite: CS 250 with a minimum grade of C. May be repeated for credit. 3 hours.

Objectives

On completion of this course, you should be able to:

- Justify the philosophy of object-oriented design and the concepts of encapsulation, abstraction, inheritance, and polymorphism.
- Design, implement, test, and debug complicated programs in Java.
- Explain the difference between event-driven programming and command-line programming.
- Design, code, test, and debug simple event-driven programs that respond to user events.
- Develop code that responds to exception conditions raised during execution.
- Learn the value of application programming interfaces (APIs) in software development.
- Design, implement, test, and debug programs that use large-scale API packages.
- Demonstrate the capability to use a range of software tools in support of the development of a software product of medium size.

Instructor Details

Professor: Douglas J.Ryan
Email: ryandj@pacificu.edu
Office: Strain 201
Phone: (503) 352-2135
Office Hours: MWF 10:30 AM – 11:30 AM
or by appointment

Course Basics

Course Title: CS360 Smartphone Development

Prerequisite: CS250 Introduction to Computer Science II with a grade of C or better

Meeting Times: TTh 1:00PM – 2:15PM
Location: Marsh LL15
Textbook: Professional Android Application Development by Reto Meier. *Addison-Wesley* (ISBN: 978-0-470-34471-2)
Software: Eclipse 3.5 EE Edition, JDK-6u17 or later, android-sdk_r04, Subclipse 1.6.x, Geany

Course Website:
http://zeus.cs.pacificu.edu/ryand/cs360android/2010/cs360android.html

Course Assessment

Grade Distribution

Programming assignments	40%
2 Exams	30%
unscheduled (open note) quizzes	15%
Final Project	15%

Percent Breakdown

		92-100%	A	90-92%	A-
88-90%	B+	82-88%	B	80-82%	B-
78-80%	C+	72-78%	C	70-72%	C-
68-70%	D+	60-68%	D		
0-60%	F				

Program Grading

Successful execution	70%
Acceptable structure, style, documentation, and efficiency	30%

Note: You must follow the Java coding standards for this course

Important Dates

Dates for Midterms

Exam 1	Thursday, March 4
Exam 2	Thursday, April 15

Date of Final
Monday, May 17, 8:00 AM TO 11:30 AM in Marsh LL15

Other Dates
Academic Calendar:

http://www.pacificu.edu/calendar/academic/

Course Policies

1. Attendance at every class is critical to your success in this course. I expect you to be on time and ready to go once it is 1:00 PM and that you stay until the end of class. Any missed lecture is your responsibility to make up; just remember, if you fall behind, it will be very difficult to catch up.
2. Programs are to be submitted to the correct folder on Turing (unless otherwise stated) by 1:00PM on the day in which the assignment is due. Further, all assignments are to be done using Eclipse IDE for Java EE Developers (Galileo), android-sdk_r04-version, ADT-0.9.5, jdk-6u17 or later.
3. Assignments can be turned in up to 24 hours late with a penalty of 10% of the grade. If the assignment is between 24 and 48 hours late you will lose 20% of your grade. Anything later will NOT be accepted.
4. Make sure to test your program before you turn it in. You may turn in your program only once.
5. A program that does not successfully compile or produces no output loses 70% of the assignment grade.
6. No early or late exams/finals will be given.
7. No incompletes will be given.
8. All code in any form generated from this course becomes the intellectual property of Pacific University. You may not share this code with anyone without obtaining written permission from Pacific University.
9. Neither computer failure, software failure, nor lack of computer access are accepted as excuses for late programs; therefore, start work on the programs as soon as they are assigned, and don't put them off until the last minute. Further, corruption of programs due to bad disk media is also not accepted as an excuse for late programs; therefore, always keep a current backup of all programs on a separate disk. Please note that the Computer Science departmental servers are not backed up.
10. I reserve the right to raise or lower your grade based on class participation and attendance. Specifically, I may lower your grade or may officially withdraw you from the course through the tenth week of the semester for poor attendance or participation. Further, your final grade may be lowered by 1/3 of your final course grade for each day (or portion thereof) of class missed. Please notify me PRIOR to class if you must miss class for any reason. Just sending an email prior to missing class does not guarantee you will be cleared to miss. Only legitimate reasons will be accepted as excuses for missing class.
11. Any important issue pertaining to class such as the need to miss an exam or grade issues will not be discussed via email. I will not even reply to your email if the issue is important; therefore, do not assume that no response means everything is OK.

12. If you are unhappy with something related to the class, then schedule an appointment to see me so that we can discuss it in my office. Complaining in class or out of class to other students gets us nowhere.

13. You may be asked to leave the classroom if you are causing a distraction e.g. cell phone ringing, talking, etc

14. If you have a complaint regarding a grade on an assignment or exam, write a one paragraph description of why you feel the grade is incorrect and deliver it to the instructor. The paragraph must be delivered to the instructor within one calendar week of when the graded material is returned to the student. I will not consider any grade changes later than one week after the graded material is returned.

15. If you have a documented disability covered under the ADA then services and accommodations are available from LSS (Learning Support Services). If you need reasonable accommodations to fully participate in course activities or meet course requirements, you must contact Edna K. Gehring, Director of LSS, at X2107. She will meet with you, review the documentation of their disabilities, and discuss the services Pacific offers.

Academic Dishonesty

Pacific University has no tolerance for academic dishonesty. It is university policy that all acts of academic dishonesty be reported to the Associate Dean. Forms of academic dishonesty include, but are not limited to, plagiarism, fabrication, cheating, tampering with grades, forging signatures, and using electronic information resources in violation of acceptable use policies. Please consult the Academic Conduct Policies in the A&S Catalog for more details.

1. For programming assignments, plagiarism takes the form of, but is not limited to, copying (or studying) code from someone else, whether copying files, typing from someone else's notes or typing while they dictate. The source can be a classmate, former student, website, program listing found in the trash, or anything else. Furthermore, plagiarism even on a small part of the program is still cheating on the entire assignment.

2. You should also note that aiding someone else’s cheating also constitutes cheating. You should never leave your code where someone else could have access to it, such as staying logged onto a machine or placing solutions in the recycling bin where another student may take it. If you share a computer with a roommate or friend, your homework solutions should not be available for anyone else to see at any time.

3. Sanctions that may be imposed for academic dishonesty range from an "F" for the assignment, an "F" for the course, and suspension or dismissal from the university.