

**TSYS School of Computer Science @ Columbus State University**  
**Course Syllabus: CPSC 6119- Object Oriented Development**  
**Spring 2010**

**Instructor Information:**

Mohamed R. Chouchane  
*Office:* Center for Commerce and Technology, Room 430  
*Phone:* (706) 568-5376  
*Email:* chouchane\_mohamed@colstate.edu  
*Homepage:* <http://csc.colstate.edu/chouchane>  
*Office Hours:* TWR 12:30 pm - 4:00 pm  
**(via email and by appointment)**

**Course Title:** CPSC 6119- Object Oriented Development

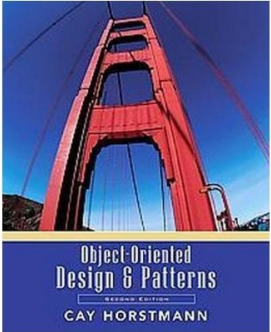
(This is an online course, taught through CougarVIEW. Go to <http://colstate.view.usg.edu> to access course material, view and submit your assignments, and view announcements.)

**Official Course Description:**

This course teaches object-oriented developing techniques and how to create advanced applications using classes, components, and objects. Fundamentals of developing client applications that include database access using server-level components. Topics include creating and managing objects, creating data services, testing, deploying and maintaining a component based solution.

**Prerequisites:** None

**Required Textbook:**

	<p><b>Object-Oriented Design &amp; Patterns 2<sup>nd</sup> Ed.</b> (Paperback) By Cay Horstmann Publisher: Wiley (2006) ISBN-10: 0471744875</p> <p>Also available online at <a href="http://www.coursesmart.com">www.coursesmart.com</a>.</p>
---	---

**Required Software:**

- *Netbeans 6.0* or above (Available for free download at: <http://www.netbeans.org/>)  
If you do not already have this software, you will need to install it.

**Supplementary Materials:**

- Materials available on the course's CougarVIEW web site
- Software found on campus and on the Internet

**Course Objectives:**

- Students will understand the concepts of interfaces, inner classes, and reflection.
- Students will understand the major design and implementations issues of user interfaces.
- Students will be able to understand and apply some of the major object oriented design patterns.
- Students will be able to use the learned object oriented and GUI design patterns to implement and fully document a substantial, multi-threaded Java application.

**Major Topics:**

- 1) Object Oriented Design Patterns
- 2) UML class diagrams
- 3) User Interface Design
- 4) Object Manipulation and Management
- 5) Database Access using Server-level Components
- 6) Multi-threading
- 7) Inheritance and Abstract Classes

**Instructional Methods and Techniques:**

- 1) This course will be taught online via CougarVIEW. See [http://academics.colstate.edu/classes/cptr\\_req.asp](http://academics.colstate.edu/classes/cptr_req.asp) for general information on taking an online course at CSU.
- 2) Students are expected to use the *Netbeans* IDE to complete their homework assignments and final project.
- 3) All students must have access to a networked computer to complete their assignments and regularly visit the course website for new assignments, reading materials, and announcements.

**Assignments for Course:**

- Readings from the textbook
- Several programming assignments in Java.
- A programming project due towards the end of the semester.

**Assessment Criteria:**

Your performance will be evaluated using several programming assignments that will test your grasp of the concepts covered in the weekly reading assignments, a proposal and a working implementation of a substantial programming project. The project, as well as all of the assignments, must be implemented in Java, using the *Netbeans* IDE. Project proposals must be submitted to the instructor for approval no later than March 02, 2009. Assessment criteria will be weighted as follows.

Programming Assignments	50%
Final Project Proposal	10%
Final Project	40%

Letter grades will be assigned as follows:

A (90%-100%); B (80%-89%); C (70%-79%); D (60%-69%); F (0%-59%)

### Tentative Schedule (Subject to change as we progress through the course)

Date	Topic	Work Due
W01:01/12/10	Ch 1: Java Primer	
W02:01/19/10	Ch 1: Java Primer	Assignment 1
W03:01/26/10	Ch 2: Object Oriented Design	
W04:02/02/10	Ch 2: Object Oriented Design	Assignment 2
W05:02/09/10	Ch 3: Guidelines for Class Design	
W06:02/16/10	Ch 4: Interface Types and Polymorphism	Assignment 3
W07:02/23/10	Ch 5: Patterns and GUI Programming	
W08:03/02/10	Ch 5: Patterns and GUI Programming	Project Proposal
W09:03/09/10	Spring Break. No classes.	
W10:03/16/10	Ch 6: Inheritance and Abstract Classes	Assignment 4
W11:03/23/10	Ch 6: Inheritance and Abstract Classes	
W12:03/30/10	Ch 7: The Java Object Model	Assignment 5
W13:04/06/10	Ch 8: Frameworks	
W14:04/13/10	Ch 9: Multi-threading	Assignment 6
W15:04/20/10	Ch 9: Multi-threading	
W16:04/27/10	Ch 10: More Design Patterns	Final Project

#### General Policies:

You are responsible for all class work missed, regardless of the reason for having missed the work. Late assignments will **not** be accepted. Refer to the CSU Catalog ([http://academics.colstate.edu/catalogs/2009-2010/acaregs\\_grad.htm](http://academics.colstate.edu/catalogs/2009-2010/acaregs_grad.htm)) for more information on class attendance and withdrawal.

Students are responsible for keeping pace with the progress of the course. Should any concerns about the course's contents be addressed, students should **immediately** consult with the instructor by email or during office hours. In addition to completing the weekly reading assignments, students must visit the course's website at least once a day for recent updates and announcements.

#### Academic dishonesty

Academic dishonesty includes, but is not limited to, activities such as cheating and plagiarism. It is a basis for disciplinary action. Collaboration is not permitted on assignments and projects in this course. Any work turned in for individual credit must be entirely the work of the student submitting the work. Students may share ideas, but submitting identical assignments (for example) will be considered cheating.

**You may discuss course material and help one another with debugging, however, I expect any work you hand in for a grade to be your own. Programming assignments may not contain sections that have been imported verbatim from an outside source, be it online (such as web page) or offline (such as a book or an**

**article). The penalty for the first occurrence of this type of academic dishonesty is a zero grade on the assignment; the penalty for the second occurrence is a failing grade for the course.**

A simple way to avoid inadvertent plagiarism is to talk about the assignments, but don't read each other's work or write solutions together. Keep scratch paper and old versions of assignments until after the assignment has been graded and returned to you. **If you have any questions about this, please see me immediately.**

For assignments, access to notes, textbook, books and other publications is allowed. Stealing, giving or receiving any code, diagrams, drawings, text or designs from another person (CSU or non-CSU) is not allowed. Having access to another person's work on the system or giving access to your work to another person is not allowed. It is your responsibility to keep your work confidential.

No cheating in any form will be tolerated. The penalty for the first occurrence of academic dishonesty is a zero grade on the assignment or exam/quiz; the penalty for the second occurrence is a failing grade for the course. For exams/quizzes, access to any type of written material or discussion of any kind (except with me) is not allowed. ([http://academics.colstate.edu/catalogs/2009-2010/acaregs\\_grad.htm](http://academics.colstate.edu/catalogs/2009-2010/acaregs_grad.htm))

### **CSU ADA Statement**

If you have a documented disability as described by the Rehabilitation Act of 1973 (P.L. 933-112 Section 504) and Americans with Disabilities Act (ADA) and would like to request academic and/or physical accommodations please contact Joy Norman at the Office of Disability Services in the Center for Academic Support and Student Retention, Tucker Hall (706) 568-2330, as soon as possible. Course requirements will not be waived but reasonable accommodations may be provided as appropriate.