Syllabus for CS 250, FALL 2020

Instructor Jay Morris
Day and Time: Saturdays from 9:30 to 3:30 (there will be a lunch break).

In this course we will expand on the basic skills you learned in CS 150 (or its equivalent). I write a lot of sample codes in class and will demonstrate a lot of those basic skills in case you may be a bit rusty. You can use the same book from CS 150 (MALIK, 6th or 7th edition) for this class although just about any complete C++ reference will do as long as it addresses objects.

This course is project oriented, not fill-in-the-blank or multiple choice. I expect you to generate code solutions to the various problems described. You may or may NOT be given written problem descriptions/requirements/specifications because those will often be derived in class with your input. These are are subject to modification or even addition or deletion as the situation warrants, just like the real world. Things change. Sometimes in the middle of a project, sometimes at the worst possible moment.

Attendance is mandatory. If you miss a class you should talk to your friends, one way to irritate a professor is to ask them "did we cover any thing important?" Ever word that drips from my mouth is a pearl of wisdom and one you should cherish like a chocolate covered Oreo (tm).

This class only meets once a week so if you miss a Saturday you miss a whole week. Missing more than two class periods make it nearly impossible to pass the course. I teach the lecture, lab time and recitations so you will see a lot of me. The advantage of a Saturday class is the smaller class size and the opportunity for me to sit with the students during code generation.

Office hours: generally does not apply for a Saturday class, we are here together from 9:30 to 3:30 I imagine you can get my attention at some point.

Course Policies for all course sections
1. Late work will not be graded under any circumstance without a written request for such from the student affairs office.
2. Attendance for all lectures is required. The door will be shut 5 minutes after the beginning of class (or my arrival whichever is later) and admission not granted after that.
3. Office hours are not:
   1. An opportunity for me to repeat everything I just said in class.
   2. An opportunity for me to debug your code.
   3. A chance to make up lectures that a student missed. (see #2 above)
4. Classroom regulation:
Students pay a lot of money for courses at ODU. If you are disruptive, interrupt the class flow, you will be asked to leave for that class period. If it happens twice, you should immediately go to the registrars and fill out a drop form. The chances of you successfully passing my course have just reached 0. If you intend to use my class room as a place to listen to your music, send text messages or play a game on your iphone that is your business, I don't care but don't expect special treatment or for me to repeat an hour of lecture whenever you fail at candy crush.

5. Readings:

1. Assigned readings should be completed BEFORE the day the topic is to be covered in class. Periodic, small 5 minute quizzes at the beginning of the class, PRIOR to my discussing the reading should demonstrate how serious I am about this.

2. If you find a topic confusing, for example “toggles”, then you should

   i. Go back and read any assigned material
   ii. Check the index of your text book, find “toggles” and go to those pages and read that material as well
   iii. Search the web for reliable content/explanations
   iv. Go to the library and find other text books that deal with the topic and read those.
   v. Then if you still have issues then see #3 Office Hours, above.

6. Personal Issues or problems: the ODU Student Affairs office can direct you to the appropriate counselor who can assist you with any problems of a more personal nature.

Course Outline for CS 250

Content is subject to modification at anytime without notice.

week 1, basic objects and building a test driver
week 2. more complex objects and file IO
week 3. composite objects
week 4. Project 1 due at end of class
week 5. a return to linked lists
week 6. lists within lists
week 7. managing complex data structures
week 8. project 2 due end of class
week 9. basic design and testing
week 10. mixed and circular linked lists
week 11. final project definition/description
week 12. final project
week 13/14 final project due last day of class

FINAL EXAM

Grading:
1. You must pass the final to pass the class
2. The final is 90% coding (3 projects) and 10% general information
3. Each of the projects are weighed the same, but you must get at least one to work to requirements in order to pass with a C. If you get two you will pass with a B-, if you answer all three you will get an A-, then you add in the other 10%. Once you pass the final, then and only then will I look at adding in the credit for your semester projects.
Basically they will sum as a letter grade on your final mark. So, passing the final + projects = semester grade.