**Syllabus**

In this course we will expand on the basic skills you learned in CS 250 (or its equivalent) and 250. 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 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 code. Problem descriptions/requirements/specifications will often be derived in class with your input. These are are subject to modification or even addition or deletion as the situation warrents. Just like the real world. Things change.

Office hours: I will have office hours and they will be announced as soon as my schedule and responsibilites are set.

**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:
   a. An opportunity for me to repeat everything I just said in class.
   b. An opportunity for me to debug your code.
   c. A chance to make up lectures that a student missed. (see #2 above)

   Office hours are:

   An opportunity for the student to ask specific content related questions for additional clarification. To meet that end I am requiring that EACH student question be written on a separate 3x5 card. These are in effect your admission ticket. I will answer ONE question of your choosing (excepting parts a,b,c above). If no one else is waiting I will then answer the next question. If a student is waiting, then they will get the opportunity to ask a question. You may get in the back of the line if you so choose.

   Remember, open ended of “I don’t get it” questions will not be answered. Specific, detailed questions only. This is a strict FIFO data structure.

4. Classroom regulation:

   Students pay a lot of money for courses at ODU. If you are disruptive, interrupt the class flow, intend to use my class room as a place to listen to your music, send text messages or play a game on your iphone 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.

5. Readings:

   a. 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.

   b. 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.

Schedule (subject to change)
week 1: basic objects and review of linked lists, donald knuth

week 2: the List container

week 3. Project 1 due

week 4. the Queue and deque containers

week 5. the stack and vector containers

week 6 Project 2 due

week 7. priority queues

week 8 map and multimaps, sets

week 9 algorithms and computational complexity

week 10. warshall's, floyd's and djkstra's

week 11. Review

week 12. final project due

week 13. last test and final exam

**GRADING**

1. You MUST pass the final in order to pass the class, no exceptions. The final is 90% coding (3 projects) and 10% general information. To pass the final with a C- you must get one project to meet requirements, two will get you a B-, three will get you an A-. Then you add in the general knowledge section, getting half credit on that part will erase the (-). Once you pass the final then I will look at your project submissions or lack thereof for your semester grade. You can still fail the course even if you pass the course final if you do not submit the projects. Basically the projects can modify your grade by a 1/2 letter grade each. Rather complicated I admit, but it works for me.