

CS 358 Software Design and Development
Syllabus
Spring, 2010

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Class webpage: <http://faculty.valpo.edu/jcaristi/cs358>

Office Hours (tentative): 9:00 Daily

Grading:	2 exams @ 15% each	= 30
	Homework & attendance	= 10
	Project	= 60

The project is in lieu of a final exam, and constitutes the major undertaking of this course. The project grade is divided equally into two parts: a group grade that is shared by the entire group, and a personal component that is determined by my observations and assessments of your work on the project as well as peer evaluations that will be done at the end of the semester and any observations that the “customer” is able to provide.

Texts:

Online articles on Extreme Programming

Applying UML and Patterns, 3rd edition, by Craig Larman. This text will be used during the lectures beginning several weeks into the semester.

Comments:

This is a kind of “capstone” course in which you will bring together much of what you have learned in previous courses as well as new skills and techniques to be developed in this course. As you can see, the exams are of less importance than the project. You should consider this course to be your *job*. You need to be here every day. If you are not, you will be letting your team down and your grade will suffer for it. You will have to use good interpersonal skills, because you will be working closely with others. So that means respecting others (no putdowns), using good hygiene (bathing), being on time to class and other meetings. At times, you will need to learn things that you don’t already know. This will keep happening for the rest of your life; get used to it. When this happens, you may have to take extra time outside class to study and possibly report to your team and train them in what you’ve learned. Everyone has skills and abilities. Try to make good use of them. If problems should come up with an individual, let me know immediately. If bad behavior persists, it may be possible to “fire” someone.