

# CS 690 Syllabus

9 September 2015

Welcome to CS 690, the software development project.

**When:** Selected Thursdays, 6–8:35

**Where:** LLC 206

**Credits:** 3

## Contact Info

**Instructor:** Prof. Christopher League, Ph.D.

**Email:** [christopher.league@liu.edu](mailto:christopher.league@liu.edu) — please include the course number (CS690) in the subject. I have several email addresses, but all messages end up in the same place, so use only one.

**Google Hangout:** [cleague@gmail.com](mailto:cleague@gmail.com)

**AIM:** chryslleague

**Office hours:** Monday, Wednesday 2–2:50 or make an appointment at <https://liucs.net/bookme>

**Office phone:** +1 718 488 1274

**Office location:** LLC 206, LIU Brooklyn

## Resources

**Web sites:** <https://liucs.net/cs690f15/> (syllabus and schedule)  
<https://github.com/liubrooklyn/cs690f15/> (code repository)  
<https://github.com/liubrooklyn/cs690f15/wiki> (documents, notes, resources)  
<https://github.com/liubrooklyn/cs690f15/issues> (discussion)  
<http://www.gradechamp.com/> (grades)

**Text:** No required textbook

**Library:** Campus library resources tailored for computer science are available at <https://liucs.net/u1>

## Requirements

There are a total of 1,000 points available, broken down as follows:

- There will be **8 project milestones** scheduled throughout the semester. The exact requirements and expectations for each will be posted to the course web site. Your

contribution will be worth **125 points each**, but I will drop the lowest, so that only 7 milestones count, for a total of **875 points**. **Warning:** the *last* milestone cannot be dropped.

- There is no midterm exam, but there will be a final exam, worth **125 points**.

On the 1,000-point scale, you can expect the following letter grades:

	≥ 870: <b>B+</b>	≥ 770: <b>C+</b>	≥ 670: <b>D+</b>
≥ 930: <b>A</b>	≥ 830: <b>B</b>	≥ 730: <b>C</b>	≥ 600: <b>D</b>
≥ 900: <b>A–</b>	≥ 800: <b>B–</b>	≥ 700: <b>C–</b>	else: <b>F</b>

In the end, I may choose to adjust the scale slightly to compensate for assignments or questions that turned out to be trickier than I intended. Such adjustments would never *lower* your grade from what is designated in the above table; if you achieve 930 points, you are guaranteed an A.

## Goals and objectives

Upon completion of the course, students should be able to...

- demonstrate proficiency in basic algorithms and data structures
- understand the mathematical and logical foundations of computing
- master the fundamental facilities of various programming languages and software architectures
- effectively use tools for software development
- develop a data modeling design for a proposed database application
- communicate technical ideas and specifications in writing
- give an effective oral presentation on some technical subject area
- exhibit awareness of professional organizations and technical opportunities
- productively attend seminars and workshops outside of class work

## Schedule

**Thu Sep 10 Meeting 1 (F2F)** at 6 pm.

**Mon Sep 14 Meeting 2 (F2F)** at 6 pm.

**Thu Sep 24 Meeting 3 (Online)** at 6 pm.

**Mon Sep 28 Meeting 4 (F2F)** at 6 pm.

**Mon Oct 5 Meeting 5 (Online)** at 6 pm.

**Thu Oct 15 Meeting 6 (F2F)** at 6 pm.

**Thu Oct 22 Meeting 7 (Online)** at 6 pm.

**Mon Oct 26 Meeting 8 (F2F)** at 6 pm.

**Thu Nov 5 Meeting 9 (Online)** at 6 pm.

**Thu Nov 12 Meeting 10 (F2F)** at 6 pm.

**Mon Nov 16 Meeting 11 (Online) at 6 pm.**

**Mon Nov 23 Meeting 12 (F2F) at 6 pm.**

**Thu Dec 3 Meeting 13 (Online) at 6 pm.**

**Mon Dec 7 Meeting 14 (F2F) at 6 pm.**

**Tue Dec 15 Meeting 15 (Online) at 6 pm.**