

Computing & Software Systems 332:
Programming Issues with Object-Oriented Languages
Fall 2014
Syllabus

(This is a working document and will be updated throughout the quarter)

Description

Course catalog describes this class as follows:

Covers language and development/execution environment differences, including data types, control structures, arrays, and I/O; addressing and memory management issues including pointers, references, functions, and their passing conventions; object-oriented design specifics related to structured data and classes. Co-requisite: CSS 342 Credit/no-credit only.

The class is a hands-on programming class with lots of interaction. It will help students who do not know C++ succeed in CSS342. While there will be programming exercises separate from CSS342 there will also be time to work on CSS342 programming assignments in the class. Think of it as a *helper class* for CSS342.

Details

Instructor: Bob Dimpsey, dimpsey@uw.edu

Office Hours: MW 5:00-5:30 in Commons UW2

Course Website: <http://courses.washington.edu/css332/dimpsey>

Lectures: Friday 1:15-5:15pm, UW2 005. Last class is October 24th.

Textbooks

There are no required textbooks for this course. The list of C++ textbooks that are referenced in CSS342 may be useful.

Data Abstraction and Problem Solving with C++: Walls & Mirrors (6th Edition), Frank M. Carrano, Addison-Wesley, 2013.

Thinking in C++, Vols. 1&2, Bruce Eckel, Prentice Hall.

C++: How to Program (8th Edition), H.M. Deitel and P.J. Deitel, Addison-Wesley, 2013.

The C++ Programming Language (3rd Edition), Bjarne Stroustrup, Addison-Wesley, 2000.

Effective C++: 50 Specific Ways to Improve Your Programs and Designs (2nd Edition), Scott Meyers, Addison-Wesley.

More Effective C++: 35 New Ways to Improve Your Programs and Designs (2nd Edition), Scott Meyers, Addison-Wesley.

C++: *The Core Language*, Gregory Satire and Doug Brown, O'Reilly. (Good if you are coming from a C background)

C++ Notes from Professor Zander: <http://courses.washington.edu/css342/zander/css332/>

Grades

This course is not graded Credit / No-Credit. There are no exams, but programs will be written and reviewed during class. You must attend and participate seriously in lab activities to receive credit.

Assignment Submissions

Assignments are to be submitted electronically to UW Catalyst. A link is available on the course Web Site.

Programs will be submitted at the end of the class. Credit is given for turning in an assignment.

Class Attendance

In order to get credit for this class one must attend and turn in the assignments for the class. As there are only 5 classes one must turn in 4 of the assignments.

Programming Assignments

You can use any IDE for coding and executing your laboratory and programming assignments.

I will be using Microsoft's Visual Studio and recommend that you do as well. The Microsoft DreamSparks program provides a copy of VS free to all students. You can find links on the course Web Site.

Programs are turned in as soft copies to UW catalyst.

Special needs

If you require academic accommodations, please contact Disability Support Services at (425) 352-5307, TDD (425) 352-5303 or email at dss@uwb.edu. More information is available at the DRS web Site: <http://www.uwb.edu/studentervices/drs> .