CPSC 3118
Spring 2014
20513
23118

Course Syllabus
CPSC 3118 Graphical User Interfaces
MWF 9-9:50; TR 7:30-8:45 PM
CCT 407

Instructor

Wayne Summers
E-mail: wsummers@columbusstate.edu
Office: CCT 453

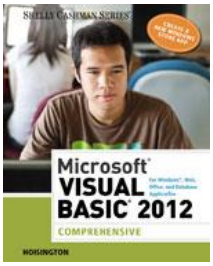
Office Hours:

Monday	1:00 – 2:30 PM
Tuesday	1:30 – 2:30 PM, 6:00 – 7:00 PM
Wednesday	10:00 – 11:00 AM, 1:00 – 2:30 PM
Thursday	1:30 – 2:30 PM, 6:00 – 7:00 PM
Friday	10:00 – 11:00 AM, 1:30 – 2:30 PM

Contacting Me: If you need to discuss something outside of the classroom, please see me during the above office hours or e-mail me to set up an appointment.

Office Phone: (706) 507-8193
School Phone: (706) 507-8170
School Fax: (706) 565-3529
Web Site: http://csc.columbusstate.edu/summers

Required Textbook



Title: *Microsoft Visual Basic 2012 for Windows, Web, Office, and Database Applications Comprehensive*
Author: Hoisington
Publisher: Course Technology
ISBN-13: 978-1-285-19797-5
Year: 2014

Supplementary Textbook

Title: *The Essential Guide to User Interface Design, 3rd Edition*
Author: Wilbert O. Galitz
Publisher: John Wiley & Sons, Inc.
ISBN: 978-0-470-05342-3
Year: 2007

"In the Beginning was the Command Line" by Neal Stephenson, 1999
http://www.cryptonomicon.com/beginning.html

Birkel, G. (29-12-2004). "The Command Line In 2004"

Course Description

Prerequisite – CPSC 1302 with a grade of "C" or better.

The primary purpose of this course is to provide experience and skills in designing and programming event-driven Windows applications using visual development environment and tools. The course highlights the use of modern languages such as Visual Basic .NET, C#, and Java to create graphical user interfaces. Extensive lab work and programming required.

Course Outcomes

After completing this course,

- Students will demonstrate knowledge of the graphic user interface design and development.
  - Strategies and actions used to produce the outcome:
    - Study of graphical user interfaces.
    - Study of programming languages used to implement user interfaces.
  - ABET criteria covered: A, B, C, D, F, G, I, J and K.
  - Program objectives covered: 2, 3, 6 and 8.
  - Assessment methods: exams, programming assignments, and project implementation, documentation and presentation.
- Students will demonstrate ability to program graphical user interfaces using Visual Basic .NET.
  - Strategies and actions used to produce the outcome:
    - Study of how to program applications using Visual Basic .NET.
  - ABET criteria covered: A, B, C, D, F, G, I, J and K.
  - Program objectives covered: 2, 3, 6 and 8.
  - Assessment methods: exams, programming assignments, and project implementation, documentation and presentation.

Assessment Methods

Grades in this course will be based on the following assessments:

- Exams – 300 pts
  - Midterm = 100 pts
  - Final (Comprehensive) = 200 pts
- Programming assignments – 200 pts (50 pts each)
- Weekly lab assignments – 100 pts (10 pts each; drop lowest two)
- UI Project = 100 pts
  - Outline – 10 pts
  - Paper – 50 pts
  - Presentation – 40 pts
- Final Programming Project – 100 pts
  - Final Project Proposal – 10 pts
  - Final Project Analysis & Design – 20 pts
  - Final Project Implementation – 70 pts
- TOTAL == 800 POINTS

Final grades will be assigned according to the following scale:

A (Excellent)	90% - 100%
B (Good)	80% - 89%
C (Average)	70-79 %
D (Poor, passing)	60-69 %
F (Failing)	below 60 %
The WF grade is assigned when a student withdraws from a course after the W grade deadline (see Important dates/holidays) or when an instructor drops a student for excessive absences.	

Student Responsibilities

As a student in this course, you are responsible to:

- manage your time and maintain the discipline required to meet the course requirements;
- complete any reading assignments prior to the beginning of each class;
- attend class regularly and actively participate in classroom discussions;
- complete assignments by their due dates;
- abide by documented lab rules;
- decide on and develop a final project;
- read any e-mail sent by the instructor and respond accordingly, and
- avoid distracting other students while in the classroom – this means no cell phone use, Web surfing, e-mailing or playing games.

"I didn't know" is not an acceptable excuse for failing to meet the course requirements. If you fail to meet your responsibilities, you do so at your own risk.

While in the classroom, turn off cell phones. To be respectful of other students' time and money, avoid receiving any phone calls, texting and playing games and/or surfing the Web since these activities can be distracting to other students as well as your instructor. Use of computers is allowed only for purposes related to class activities. Please do not force your instructor to draw attention to yourself during a class by violating this commonsense etiquette!

Instructor Responsibilities

As your instructor in this course, I am responsible to:

- prepare weekly lessons that demonstrate and help students understand the course material,
- prepare exams that allow students to demonstrate their knowledge of the course material,
- actively solicit and participate in classroom discussions,
- grade exams, programming assignments, and the final project deliverables and post scores within a reasonable period after they are submitted; and
- read any e-mail sent by students and respond accordingly within 48 hours.

Attendance Policy

Attending class regularly is important to your success in this course. If you miss more than **two** classes in a row, or accumulate more than **nine** hours of absence,

you may receive a **WF**. If you miss a class, be prepared to obtain all lecture notes, slides, assignments, and other information from other students. If an emergency prevents you from turning in an assignment or taking an exam as scheduled, please contact me to make alternative arrangements.

Tentative Schedule

The following is the tentative schedule for the course. It is subject to change. A current schedule will be maintained in the **CougarView** calendar.

DATES	TUESDAY (MW) READINGS/TOPICS [UI]	THURSDAY (F) READINGS/TOPICS [VB]	Assignments
T 1/14, Th 1/16	Ch 1- Importance of UI	Ch 1 - Introduction to Visual Basic 2012 Programming	Lab 1 – voting GUI (Java)
M 1/20	MLK Day Holiday – No Classes		
T 1/21, Th 1/23	Ch 2 – Characteristics of Graphical & Web UI	Ch 2 - Program and Graphical User Interface Design	Lab 2 – Guided Program Development (pp. 83-93)
T 1/28, Th 1/30	Step 1 & 2 – Understand User & Business Function	Ch 3 - Program Design and Coding	Lab 3 – Guided Program Development (pp. 158-177)
T 1/28	User Interface Project Proposal		
T 2/4, Th 2/6	Step 3 & 4 – Principles of Good Design	Ch 4 - Variables and Arithmetic Operations	Lab 4 – Guided Program Development (pp. 248-264)
Th 2/4			Programming Assignment #1 Due Simple Windows GUI
M 2/3	Last day to withdraw from class		
T 2/11, Th 2/13	Step 5 & 6 – Windows, Interaction Devices	Ch 5 - Decision Structures	Lab 5 – Guided Program Development (pp. 333-343)
T 2/11	User Interface Project Outline		
T 2/18, Th 2/20	Ch 6 - Loop Structures	Ch 7 - Using Procedures and Exception Handling	Lab 6 – Guided Program Development (pp.

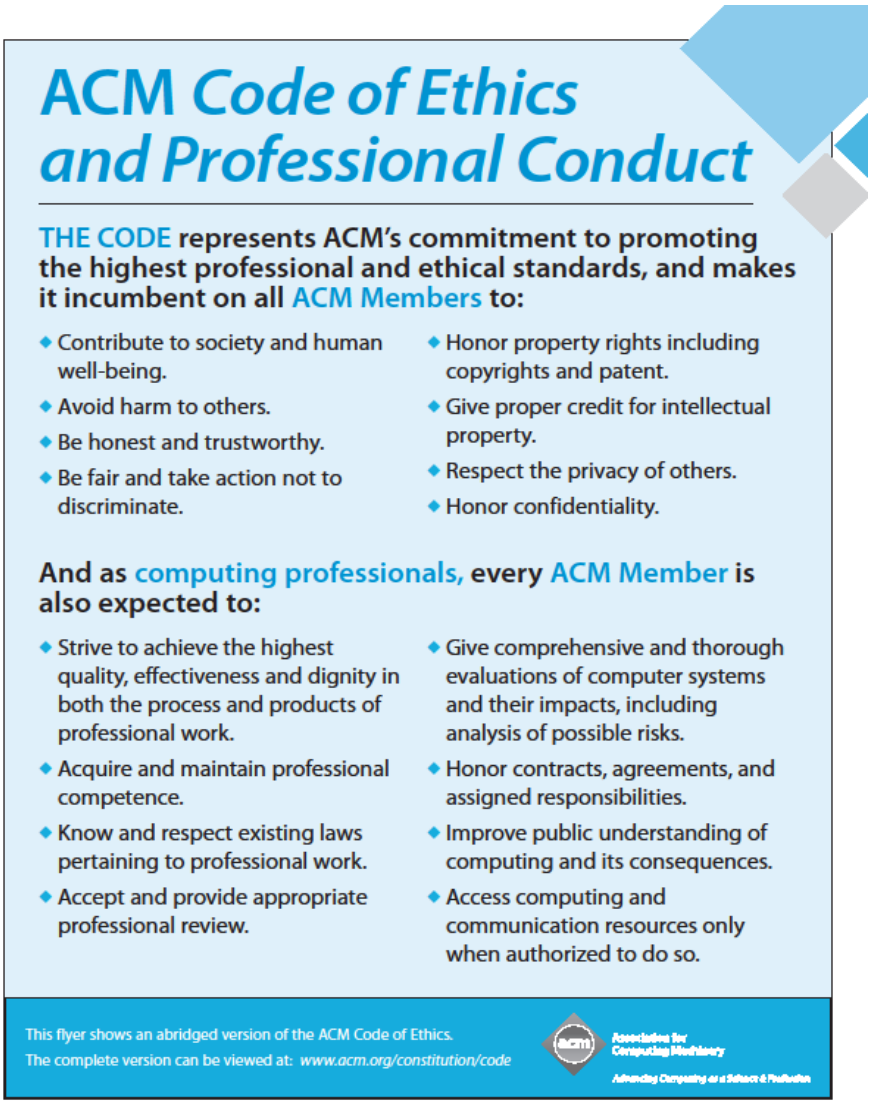
			419-437)
T 2/25, Th 2/27	Presentations (4)	Presentations (4) Steps 7-8 – Screen Controls, Text Messages	Lab 7 – Guided Program Development (pp. 495-517)
Th 2/27	Programming Assignment #2 Due Advanced Windows GUI		
Mar. 1-9	Spring Break - No Class		
MWF 3/10- 3/14	Review	Midterm Exam 1 (Chapters 1-7)	
T 3/18, Th 3/20	Step 9-11 –Feedback, Internationalization, Graphics	Ch 8 - Using Arrays and File Handling	Lab 8 – Guided Program Development (pp. 580-596)
MWF 3/24-3/28	Steps 12-13 –Colors, Layout	Ch 9 - Creating Web Applications	Lab 9 – Guided Program Development (pp. 661-674)
MWF 3/31-4/3	Steps 14 –Testing	Ch 10 - Incorporating Databases with ADO.NET	Lab 10 – Guided Program Development (pp. 731-740)
Th 3/31	Final Programming Project Proposal Due		
MWF 4/7-11	Programming Assignment #3 Due	Ch 11 - Multiple Classes and Inheritance	Lab 11 – Guided Program Development (pp. 796-814)
MWF 4/14-18	**Final Project Analysis and Design Due**	Ch 12 – Windows Store App	Lab 12 – Guided Program Development (pp. 874-880)
April 22 (Tues)	3rd Annual Spring Student Appreciation Day		
MWF 4/21-25	Windows Apps & Lab 13 – AppInventor programming Androids		
MWF 4/28,30,5/2	Presentations (2) Final Project Implementation Due	Presentations (2)	Presentations (2)
Fri 5/2	Programming Assignment #4 Due		
M 5/5-5/7	REVIEW for Final	STUDY DAY (7:30 – 8:45pm)	(8-10am) FINAL EXAM (Chapters 1-12; Presentations)

Supplemental Course Materials	Supplemental course instructions and material will be available through **CougarView**. You can access CougarView at: https://colstate.view.usg.edu/ At this page, click on the "Login" icon within the CougarView portion of the page to activate the CougarView logon page. Your CougarView username and password are: **Username**: lastname_firstname **Password**: ddmmyy where "ddmmyy" is your birthdate: 2 digits for day, month, and year. If you try the above and CougarView will not let you in, please use the "Need Help with CougarView?" link below the username and password textboxes to request help. If you are still having problems gaining access after a few days in the class, please e-mail me. Once you've entered CougarView, you will see a list of courses you have access to which contains some combination of the phrases "CPSC 3118" and "Spring 2012." If you don't see this entry in the list, please e-mail me. Note: One common reason for not being able to see the course in CougarView after you log in is late enrolment in the course. From past experience, it usually takes a couple of days after enrolment for the updated student database to be reflected in CougarView. Note: CougarView is unavailable due to maintenance each alternative week from 10 PM Friday to 7 AM Saturday.
Programming Assignments Turn-in Requirements	The details concerning programming assignments will be available within **CougarView**. When you have completed a programming assignment, zip the application's source code and all supporting files (e.g., images) into one file, then upload and submit this one file into CougarView using the **Assignments** link. To zip an application in Windows, simply right-click the folder containing the application, select "**Send To**," then select "**Compressed (zipped) Folder**."
Final Project	You are required to complete a final project for this course in a group of no more than three students. You are responsible for deciding on the scope of the project. The project should consist of a programming application in Visual Basic.NET that interests you or the group. Additional details concerning the Final Project will be provided in **CougarView**.
Assignment Due Dates	All assignments are due on the day given in the assignment and no later than 11:59 PM (23:59) (Eastern Time). Assignments submitted or modified after the assignment due date will assessed a late penalty as described below.
Late	If circumstances prevent the timely posting of assignments, please notify me by e-

Assignments	mail within **CougarView**. Unless you make prior arrangements with me, any assignment submitted after its assigned due date will be considered late. Late assignments may be submitted up to three days beyond their assigned due date. However, late assignments submitted within the three days following their assigned due date are subject to a 10% reduction in points for each day they are submitted beyond the assigned due date. Assignments not submitted by the assigned due date or within the three days following the assigned due date will be assessed a grade of zero (0). Because of course grade reporting requirements, the final project must be submitted by the assigned due date -- no exceptions! Any final project not submitted by the assigned due date will be assessed a grade of zero (0).
Extra Credit	Extra credit, if available, will be described in the particular assignment in which it can be earned.
Incompletes	If unusual circumstances preclude you from completing the course and you have satisfactorily completed all the other course requirements up until that point, I will award you a grade of "Incomplete" provided you contact me regarding the unusual circumstances and you agree to certain conditions for removal of the "Incomplete." You must, however, contact me and arrange for the Incomplete as soon as you are aware that you will be unable to complete the course and before the last day of class.
Software	All classes will be held in a computer lab (CCT 406) in the Center for Commerce and Technology building. This lab has PCs equipped with Microsoft Visual Basic.NET 2010 (a component of Microsoft Visual Studio .NET 2010), which will be our primary development tool. In completing your lab assignments, you will also find Microsoft Visual Basic.NET in the department's tutoring lab as well.
Obtaining MSDNAA Software	As a student in this course, you are eligible for free Microsoft software development software. This software is available from the MSDNAA (Dreamspark) site at: http://cs.columbusstate.edu/resources/msdnaa.php You may download the software. **Downloading the software.** Shortly after the semester begins, you should receive an email message sent to your CSU email address that includes your MSDNAA account information. If you do not receive this message, simply access the MSDNAA site (http://cs.columbusstate.edu/resources/msdnaa.php), click on the "Forgot Password?" link under the " Registered User Sign-In" button on the home page of the site, then type in your CSU email address and click on the "Submit" button. If the system still does not recognize you, please send a message to cs@columbusstate.edu. Be sure to include your CSU email address in the message. Once the software has been downloaded, it must be installed in accordance with the Developer Academic Alliance Usage Guidelines.

Getting Help	Student assistants in the Computer Center and in the open lab can help you with basic computer-related problems (such as logging onto the network, saving your work, etc.), but they are not obligated to help you with your assignments. In fact, they typically know very little about Visual Basic.NET programming. Several tutors in the School of Computer Science lab (CCT 450) are also available to help you with the assignments. Their schedule is typically posted in the Computer Science School office. Do not ask a tutor to write a program for you. They are instructed to assist you in understanding concepts only.
Academic Honesty/ Plagiarism Policy	Academic dishonesty includes, but is not limited to, activities such as cheating and plagiarism (http://academics.columbusstate.edu/catalogs/current/acaregs_undergrad.php#acadmisconduct). It is a basis for disciplinary action. Any work turned in for individual credit must be entirely the work of the student submitting the work. All work must be your own. For group projects, the work must be done only by members of the group. You may share ideas but submitting identical assignments (for example) will be considered cheating. You may discuss the material in the course and help one another with debugging; however, any work you hand in for a grade must be your own. A simple way to avoid inadvertent plagiarism is to talk about the assignments, but don't read each other's work or write solutions together unless otherwise directed by me. For your own protection, keep scratch paper and old versions of assignments to establish ownership until after the assignment has been graded and returned to you. If you have any questions about this, please contact me immediately. For assignments, access to notes, the course textbooks, books and other publications is allowed. All work that is not your own, MUST be properly cited. This includes any material found on the Internet. Stealing or giving or receiving any code, diagrams, drawings, text or designs from another person (CSU or non-CSU, including the Internet) is not allowed. Having access to another person's work on the computer system or giving access to your work to another person is not allowed. It is your responsibility to prevent others from having unauthorized access to your work. No cheating in any form will be tolerated. Penalties for academic dishonesty may include a zero grade on the assignment or exam/quiz, a failing grade for the course, suspension from the Computer Science program, and dismissal from the program. All instances of cheating will be documented in writing with a copy placed in the School's files. Students will be expected to discuss the academic misconduct with the faculty member and the chairperson. **In programming courses such as this, you must be particularly diligent in submitting only your own work. In completing the assignments for this course, you may not copy any other coding from any other source other than the course text and material presented in class. Doing otherwise will be considered plagiarism and will result in the sanctions described above.**
Some URLs of Interest	1. http://academics.columbusstate.edu/calendars/ (CSU calendar, important dates) 2. http://registrar.columbusstate.edu/ (Registrar, apply for graduation, etc.) 3. http://isis.columbusstate.edu (Main page for ISIS registration system, schedule of classes)

	4. http://counsel.columbusstate.edu/ (Columbus State University Counseling Center provides free counseling services to students) 5. http://students.columbusstate.edu/computerhelp.php (Information on all aspects of student life at CSU)
ADA Accommodation Notice	If you have a documented disability, as described by the Rehabilitation Act of 1973 (P.L. 933-112 Section 504) and the Americans with Disabilities Act (ADA) and subsequent amendments and would like to request academic and/or physical accommodations, please contact the Office of Disability Services in the Schuster Student Success Center (room 221), 706-507-8755, (http://disability.columbusstate.edu/) as soon as possible. Course requirements will not be waived, but reasonable accommodations may be provided as appropriate.
Student Portfolio	Students are encouraged to keep and maintain a portfolio of all of their work (assignments, projects, etc.) throughout their academic program. It is recommended that you keep a copy on your personal H: drive at CSU and back it up regularly on your own portable media.
Important dates/holidays	First day of classes: Monday, January 13 Schedule change & Drop/Add Courses: January 13-17 Martin Luther King Holiday (no classes, offices closed): Monday, January 20 Deadline to Withdraw from course: Friday, February 3 Spring break (no classes): March 3-7 Student Appreciation Day: Thursday, April 3 Last class day for all courses: Monday, May 5 University scheduled exams (not for this course): May 6, May 7-10 & 12.



ACM Code of Ethics and Professional Conduct

THE CODE represents ACM's commitment to promoting the highest professional and ethical standards, and makes it incumbent on all ACM Members to:

- Contribute to society and human well-being.
- Avoid harm to others.
- Be honest and trustworthy.
- Be fair and take action not to discriminate.
- Honor property rights including copyrights and patent.
- Give proper credit for intellectual property.
- Respect the privacy of others.
- Honor confidentiality.

And as computing professionals, every ACM Member is also expected to:

- Strive to achieve the highest quality, effectiveness and dignity in both the process and products of professional work.
- Acquire and maintain professional competence.
- Know and respect existing laws pertaining to professional work.
- Accept and provide appropriate professional review.
- Give comprehensive and thorough evaluations of computer systems and their impacts, including analysis of possible risks.
- Honor contracts, agreements, and assigned responsibilities.
- Improve public understanding of computing and its consequences.
- Access computing and communication resources only when authorized to do so.

This flyer shows an abridged version of the ACM Code of Ethics.
The complete version can be viewed at: *www.acm.org/constitution/code*

Association for Computing Machinery
Advancing Computing as a Science & Profession

Please return the following information to me as soon as possible.
CPSC 3118 (CRN 20513) Spring 2014
Student's name: _____ (please print)

Where can I reach you in case it becomes necessary? **
Email address that you use regularly: _____
Phone number(s): _____

Declaration: I have read, understood and agree to abide by the policies mentioned in the syllabus pertaining to the course. In particular, I agree to abide by the assignment policy/late work policy, attendance policy, academic dishonesty policy, website policy and exam policy.

(You must sign and date below).

Signature: _____ Date: _____

** Optional information