

A306/A506

Object Oriented Programming in C++

Instructor:

D. Kevin McGrath
Office: LH 415
e-mail: dmcgrath@cs.indiana.edu

Office Hours:

Time: Tuesday 10:00 until 11:30
Wednesday 12:00 to 14:00
Location: LH 415
Appointments are also encouraged, and should be made via email.

Schedule:

Lecture: Tuesday, 8:00 - 9:15
Lab: Wednesday, 14:30 - 15:45

Text:

Savitch, *Problem Solving with C++*, 6/ed, Addison-Wesley, 2006.

Course Objectives:

This course is designed to cover object oriented programming in C++. This will include designing custom data types, using custom data types and predefined objects, as well as an applications section of the course. This applications section will include a real world example of C++ programming, such as Symbian OS (smartphone) programming or KDE development.

While you are welcome to program in whatever environment you wish, labs and grading will assume a UNIX like environment (either GNU/Linux or Mac OS X), and all submissions will be compiled with g++. Please note that a number of compiler differences exist, and so please make sure all labs compile with g++.

Obviously, for the applications portion, the appropriate environment will be used, depending on your choice of application.

Grading:

Your grade will be a simple total points system, with more important assignments given correspondingly more points.

Attendance is mandatory, and a viable excuse will be needed for each absence after the first. We only meet once a week, so please do try to make it.

Please note there is no final exam. There is, however, a final lab, which will cover concepts from the class which I felt that you should take away. **Labs:**

All documentation for the labs will be posted at the latest by Tuesday night prior to lab by 11:59:59 PM. Lab time will be used to work on the coding, and might be used to cover a specific topic in more detail. Questions are encouraged, and while I will never just hand you the solution, I am always willing to point you in the right direction. Questions can be asked in class, sent via email, discussed during office hours, etc. Labs will be due the following Tuesday, 11:59:59 PM.

Grading will be based on correctness, clarity, documentation (quality and quantity), and style; presentation counts. You can have the most efficient and elegant solution to a given problem, but if I can't read the code, that doesn't count for much. Code should be commented, and should be written in a readable style.

No credit will be given for code which does not compile. Please ensure that your code will compile on the burrow machines prior to submitting it. The exception to this rule is that if a README file is included, which explains the *reasons* the code does not compile. I understand that, sometimes, errors can be very difficult to eliminate.

Participation:

As you can see, participation is worth a lot. Please participate in class, so that you can earn these points. Participation can take the form of asking questions, answering questions, coming to office hours, asking questions via email, etc. So long as it is clear that you are actively engaged with the class, you will get participation points.

Exceptions to the Rules:

Almost all rules are designed to be broken under the correct set of extraordinary circumstances. I strongly recommend your communicating to the instructor at the earliest possible time any circumstances you feel warrant an exception (e.g. illness, religious holiday, personal and/or family crisis, etc.). Remember that going into hiding is probably the worst strategy you can adopt! There is a direct relationship between the amount of sympathy you can anticipate from an instructor and the amount of time remaining until a given assignment's due-date. Finally, remember that if you are uncomfortable discussing something directly with me (e.g. personal problems) you can always contact someone in the Dean of Students Office and have that individual contact me.

Please note, all policies within the Computer Science Department Statement on Academic Integrity will be enforced. Please read it if you have not already done so.