Computer Science III
Programming Patterns
CS 44001/54001
Spring 2021

Instructor
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Prerequisites
44001: CSII
54001: graduate standing

Course Overview
The goal of the course is to deepen student's knowledge of object oriented programming, and improve their C++ programming skills. Specifically, we'll review procedural and object-based programming. We then study inheritance, polymorphism, popular design patterns, generic programming and standard template library.

Textbook
- Required: Design Patterns: Elements of Reusable Object-Oriented Software by Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, Addison Wesley ISBN-13: 978-0201633610, the book is available for all Kent State's students at Safari Books.

Class Web Page, Mailing List, Contacting the Instructor
The web page for the class is http://www.cs.kent.edu/~mikhail/classes/cs3/ I have a link to this page from my homepage. The web page contains links to the following course materials:

- course syllabus;
- class schedule;
- class and lab meeting times, my office hours
- lecture notes and programming examples used in class;
- mailing list info and archives
- link to the lab website;

There is a mailing list set up for the students taking this course. I am going to send announcements and other class related information to this list. It is very important to be on this list to get the latest news and updates about the class. You should sign up to the mailing list promptly. The subscription instructions are on the course's webpage. You have to check your mail at least once a day while the school is in session. The simplest way to contact me is via e-mail. I prefer to use the department email address (shown above). If you need to talk to me in person – see me during the lab or make an appointment via e-mail.
Lectures
Students are expected to attend each lecture. I do not take attendance, yet attendance and active participation during a lecture will help you learn the material and succeed in class. Moreover, 10 points will be awarded for class participation.

Quizzes
There will be approximately 4 quizzes held during the class. Each quiz is on the material of the previous lecture. Each question is worth 1 point. A quiz is held during the first 10 minutes of the class. Late students will not be given extra time to complete the quiz.

Exams
There will be one exam (held during class) and a final exam. All exams are closed book, closed notes, and must be individual work. It is expected that you take each exam at the scheduled time, unless you make prior arrangements with me, or have a documented illness (in which case I expect you to contact me as soon as possible). You will be tested on the material we covered in class. The textbook or the slides alone may not be sufficient for adequate preparation for the exams.

Labs
The lectures are complemented by lab sessions. The sections of this course differ in the time of their lab sessions. The lab session is conducted by a lab instructor. Lab attendance and participation is required. Lab sessions are an integral part of the course and lab assignments constitute a significant part of the course grade. The lab policies are stated on the lab website and are to be followed for the success in the lab. Graduate students will have an extra lab to complete.

Academic Integrity
Academic dishonesty in any form will be reported to the Office of Student Conduct and penalized up to assigning grade F for the course.

Cooperation on Programming Projects (Labs). You are allowed to discuss projects and solutions with your peers outside the lab. However, you should code the projects individually. This means that you should not look at other students’ programs either on the screen or in printouts. You should not copy other students’ solutions. Joint programming, even in pseudo-code, is not allowed. Cooperation during labs is not allowed. If you have a question during a lab, ask your lab instructor. Do not ask your classmate: you are distracting him/her, you may be getting an incorrect answer and you may be inadvertently involving him/her in joint work.

You should be careful not to give others access to your code. This means that you should not keep your program in a publicly accessible directory, you should not leave your computer unattended, and you should not forget to pick up your printouts.

Do not download code from the Internet.

Grades
Your final course grade will be calculated as follows:

- midterm exam: 100 points
- final exam: 100 points
- quizzes (approximately 4): 10 points each
- lab assignments: 10 points per lab
There are no extra credit assignments. The sum of the possible scores on all assignments is considered 100% and your final course grade will be determined as follows – 100-93% A, 92-90 A−, 89-87 B+, 86-83 B, 82-80 B−, 79-77 C+, 76-73 C, 72-70 C−, 69-67 D+, 66-60 D, 59-0 F. There will be no curve at the end of the course. Your score will not be rounded up: if you get 66.99% you will get a D not a D+. Thus, you should always be able to determine how well you are doing in the course.

**Students with Disabilities**

University Policy 3342-3-01.3 requires that students with disabilities be provided reasonable accommodations to ensure their equal access to course content. If you have a documented disability and require accommodations, please contact the instructor at the beginning of the semester to make arrangements for necessary classroom adjustments. Please note, you must first verify your eligibility for these through Student Accessibility Services (contact 330-672-3391 or visit www.kent.edu/sas for more information on registration procedures).

**Miscellaneous**

Try not to be late for class.