CIS*2750 – Software Systems Development and Integration
Course Outline – Fall 2016

Instructor: David Calvert
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Timetable:
Lectures: Monday, Wednesday, Friday, 9:30-10:20 MacKinnon 031.
Labs: Monday and Tuesday, 7:00-8:50 PM, Reynolds 114.

Text Books:
Beginning Linux Programming, by Richard Stones and Neil Matthew, Wrox Press Ltd.
Programming Python, by Mark Lutz, O'Reilly Media.

Course Web Page: http://courselink.uoguelph.ca

Marking Scheme

Programming Section

- Programming Assignments: 4x10%

Written Section

- Lab assignments 10%
- Midterm Exam: 20%
- Final Exam: 30%

Notes:

- You must achieve a passing grade on both the written section and the programming section to pass the course. If you fail to achieve a grade of 50% or higher in either these sections then the highest final grade you can achieve is 45%. In this case, a final grade which is greater than 45% will be reduced to 45%. A final grade of 45% or less will remain unchanged.
- All assignments must be completed and submitted to pass the course.
- Code which is submitted and does not compile will be given a mark of zero.
- Failure to submit assignments correctly will result in a substantial loss of marks.
- Assignments may be handed in up to three days after the due date listed on the assignment with no penalty. For example, if an assignment is due Friday at midnight then it may be handed in before the following Monday by midnight with no penalty. **No other extensions will be granted.**

- There is no group work in this course. Any work which is the product of more than one person's efforts is grounds for academic misconduct. All submitted code will be checked for copying. All parties involved will be reported to the Director of SOCS as participants in academic misconduct. See Academic Misconduct in Section VIII of the Undergraduate Calendar. The penalties for academic misconduct are described in the University of Guelph Undergraduate Calendar.
- Requests for remarking will be considered for only one week after the assignment grade has been returned.

Lecture Topics

1. File systems and structures.
2. Regular expressions and scripting languages.
3. Software tools and philosophy.
4. Graphical user interface design.
5. An introduction to relational databases and SQL.
6. Elements of system programming.
7. Program organization for large systems.
8. Programming style and organization.

Semester Schedule

- Assignment 1 due Friday, Sept. 23
- Assignment 2 due Friday, Oct. 7
- Midterm – Friday, Oct. 14 in class
- Assignment 3 due Friday, Nov. 4
- Assignment 4 due Friday, Nov. 18