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Class Times: 11:00am - 12:15pm T,Th LC - C1 Call# 37162
 12:30pm - 1:45pm T,Th LC - C1 Call# 40973

TA: Pantea Habibi, He (Steve) Huang, Zahra Fatemi

Texts: Learning Java, 3rd Edition, by Niemeyer & Knudsen, O'Reilly Publishers.
 ISBN-13: 978-0-596-00873-4 (Available via Safari Online)

Head First Design Patterns, by Freeman, Freeman, Bates, Sierra, Robson, O'Reilly Publishers, ISBN-13: 978-0-596-00712-6 (Available via Safari Online)

Clean Code: A Handbook of Agile Software Craftsmanship, by Martin, Prentice Hall Publishers, ISBN-13: 978-0-13-235088-4

Web Page: <http://www.cs.uic.edu/CS342>

Course Work:	Programming Assignments (5)	50%
	Project Support Documentation	20%
	Midterm (TBA - Th 10/19)	15%
	Final (TBA - 12/15 1pm)	15%

Grading:	100% - 90.0%	Grade A
	89.9% - 80.0%	Grade B
	79.9% - 70.0%	Grade C
	69.9% - 60.0%	Grade D
	59.9% - 0%	Grade F

Catalog Desc: Software design principles and practices: Object-oriented design; design patterns; software reuse; testing; event driven programming and concurrency; graphical user interface design and development; Team development.

Prerequisites: Data Structures (CS 251)

Course Goals:

- Creation of multiple non-trivial programming projects.
- Understand the complexity of such program creation.
- Learn techniques to help manage these complexity problems.
- Learn basic GUI concepts.
- Advanced programming concepts.
- Program development in a team environment.
- Program verification.

Late assignments will be accepted with the following penalties:

One Day Late:	10% penalty
Two Days Late:	30% penalty
Three Days Late:	60% penalty
Four+ Days Late:	100% penalty (i.e. a score of 0 is recorded)

Programs that do not compile will receive a grade of 0. (Warning messages from the compiler are acceptable but should be resolved.) Programs that terminate unexpectedly (throw an uncaught exception or cause a core dump) will not receive any credit for the portion of code being tested.

Some Programming Assignments will be done in teams. A single version of the program will be submitted by the group and all members of the team will be given the same grade for that program. The members of the team will vary for each program. Team membership may be assigned by the instructor.

For some programs, you are required to write Program Support Documentation of the usage, design and objects used in your program. For some programs, you will also need to write a Critique of work submitted by other students in the class.

If you have any questions regarding how any assignment or test is graded and you think that you deserve more points than you received, you must see the instructor about this within one week of the time the assignment is first returned to the class. No claims, justifiable or not, will be considered after this dead line.

Attendance at class is up to the discretion of each student; however, each student is responsible for all information (notes, hand-outs, announcements, etc.) covered during class. You should ask fellow classmates for missed information, not the instructor or the TA. Note that if you register late you are responsible for any material and assignments missed.

Any student caught cheating will face disciplinary action. Students are advised that it is a violation to copy, or allow another to copy, all or part of an exam or program. We will be using MOSS to electronically monitor all program submissions.

No incompletes will be given for poor performance in the course. The UIC Undergraduate Catalog states that in addition to needing excellent justification for an incomplete, a student must also have been "making satisfactory progress in the course." Therefore, incompletes will not be granted if the student has less than a C average at the time when asking for the incomplete. No "extra" work is allowed to make up for poor performance.

When sending email, students are advised to start the subject of the email message with the course name (CS 342) and send the email from your UIC account. This will help identify valid email from spam.