CS 696 Syllabus - Preliminary Version

Instructor   Roger Whitney

Office   GMCS 561

Phone   594-3535

Email   whitney@cs.sdsu.edu

Office Hours   4:15-5:15 pm Tuesday, 8:30-9:30 pm Tuesday, Thursday

Course WWW Site: http://www.eli.sdsu.edu/courses/fall10/cs696/index.html. All course handouts will be delivered via WWW at the above URL.

Texts:

- The Design of Everyday Things, Norman, Basic Books, 2002

- Introduction to The Objective-C Programming Language (http://developer.apple.com/iphone/library/documentation/Cocoa/Conceptual/ObjectiveC/Introduction/introObjectiveC.html#//apple_ref/doc/uid/TP30001163)

- Beginning iPhone 3 Development: Exploring the iPhone SDK by Jeff LaMarche, and David Mark, Apress, July 21, 2009, 978-1430224594

Prerequisites: Java, or C or C++ programming experience. You will be developing applications for iPhone/iPod touch/iPads. This involves designing and building GUIs, using SQL databases, using networks, dealing with audio and video, etc. You need to be able learn about these and deal with the problems that arise.

iPhone development requires Objective-C. No prior knowledge of Objective-C is needed for this course. No prior knowledge of the iOS (iPhone) API is assumed. Developing iPhone applications requires a Macintosh computer running Snow Leopard (Mac OS 10.6.x). The department has a lab with Macs for this course.

Grading: Your grade will be based on one exam (25% of your grade) homework (40% of your grade), a project (35%). If needed there will quizzes. There is no extra credit work in this course. There will be about 4-6 programming assignments.

Crash Policy: The last day to add this course is Sept 1.

CES & this course: This course is being offered through the College of Extended Studies (CES). CES is part of SDSU and the course will count toward your SDSU degree. Graduate

students will have to add the course on their program of studies. Students on a student visa will have to fill a reduced course load form unless they are taking a full load of normal SDSU courses. In addition this course counts toward an advanced Certificate in Web and Mobile Applications Development. The fee structure for this course is completely separate from SDSU fees and tuition.

Dropping the course. If you drop this course CES will refund part of your fees depending on when you drop the course. If you drop the course at least one day before the first time the class meets (that is you drop by August 30) you will receive a full refund minus $17 administration fee. If you drop the course after August 30 but before 25% of the course time as elapsed you will receive 65% of your fees back minus $17 administration fee. It appears that you will have to drop the course by Sept 21 to receive 65% of your fees back. After this date you will not receive refund if you drop the course. If you wish to drop this course to take another of the Certificate course this semester you can do so without any penalty. If you have questions about this and other issues related to CES please contact the CES registration office at 619-594-5152.

Late Policy: Late homework will be accepted, but with a penalty. An assignment turned in 1-7 days late, will lose 3% of the total value of the assignment per day late. The eight day late the penalty will be 40% of the assignment, the ninth day late the penalty will be 60%, after the ninth day late the penalty will be 90%. Once a solution to an assignment has been posted or discussed in class, the assignment will no longer be accepted. Late penalties are always rounded up to the next integer value.

Cheating: Any one caught cheating will receive an F in the course and they will be reported to the SDSU Judicial Procedures Office.