Welcome to
Computer Science 2704
Object-Oriented Software Design and Construction
# Instructor Information

**Instructors:**

<table>
<thead>
<tr>
<th>Instructor:</th>
<th>Email:</th>
<th>Office:</th>
<th>Office Hours:</th>
</tr>
</thead>
<tbody>
<tr>
<td>William D McQuain</td>
<td><a href="mailto:mcquain@cs.vt.edu">mcquain@cs.vt.edu</a></td>
<td>631 McBryde Hall</td>
<td>8:00 – 10:30 TTh</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>and by appointment</td>
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<tr>
<td>N Dwight Barnette</td>
<td><a href="mailto:barnette@cs.vt.edu">barnette@cs.vt.edu</a></td>
<td>624 McBryde Hall</td>
<td>2:00 – 4:30 TTh</td>
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<td></td>
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<td></td>
<td>and by appointment</td>
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<tr>
<td>Jim Helms</td>
<td><a href="mailto:jhelms@vt.edu">jhelms@vt.edu</a></td>
<td>TBA</td>
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<td>and by appointment</td>
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Course Properties

Course Description

Credits: 3
Prerequisites: CS 1704 (formerly 2574) or ECpE 2574

Prereq: CS Majors and Minors must have completed the prerequisite with a grade of C or higher (a C- is not acceptable).

Students are also expected to have attained proficiency in the procedural aspects of the C++ programming language and to have some prior exposure to the basic aspects of C++ classes.

There will be absolutely NO exceptions to these requirements.

Objectives:

Object-oriented programming concepts are studied and basic skills in software design are developed. Sound practices for design, construction, testing, and debugging of object-oriented software systems are emphasized. Object-oriented features of the C++ programming language are examined. The primary principles and language features studied are: objects, classes, inheritance, and polymorphism.
Required:


Recommended:

*CS 2704 Course Notes, Spring 2001 Edition*, by Keller, McQuain and Barnette, ©2001 (as available)

http://courses.cs.vt.edu/~cs2704/

Other Useful References:

*C++ How to Program, 3rd Ed.*, by Deitel and Deitel, Prentice-Hall, © 2000

*Programming in C++,* N. Dale, C. Weems & M. Headington, Jones and Bartlett Pub., ©1998

*Data Abstraction and Problem Solving in C++: Walls and Mirrors, 2nd Ed.*, by Carrano, Helman and Veroff, Addison Wesley, ©1998

*Object-Oriented Software Design and Construction with C++,* by Dennis Kafura, Prentice Hall, © 1998


http://courses.cs.vt.edu/~cs1704/
Evaluation and Grading:

Point Distribution

Final grades will be based on the average achieved over the following:

<table>
<thead>
<tr>
<th>Item</th>
<th>Weight</th>
<th>Tentative Dates</th>
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<tbody>
<tr>
<td>Project Testing and SE</td>
<td>50%</td>
<td>TBA</td>
</tr>
<tr>
<td>Homework and Quizzes</td>
<td>10%</td>
<td>TBA</td>
</tr>
<tr>
<td>Midterm Test</td>
<td>20%</td>
<td>TBA</td>
</tr>
<tr>
<td>Final Exam</td>
<td>20%</td>
<td>Saturday, May 5, 7:00 – 9:00 pm (Locations TBA)</td>
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Grade Scale:

The usual 10-point scale will apply (subject to any curve). A final average of 90% will guarantee an A-, 80% will guarantee a B-, and so forth.

Curve

A grade curve may or may not be employed in this course. The application of a curve is dependent upon class performance on tests and homework. The decision to utilize a curve rests entirely with the course instructor.
Class Organization

Sources for Help/Questions etc.

CS 2704 Classmates:
   CS 2704 Listserv for announcements by instructors
   CS 2704 website message board for discussion

CS 2704 GTAs
CS 2704 Instructors

General C++ Language Help

USENET Newsgroup: alt.comp.lang.learn.c-c++
   A panel of "experts" will respond to questions.
   We DO monitor the group.

CS 2704 Listserv
   Used for announcements from the course instructors

Lecture Instruction

Lectures will consist of presentations, applications, problems and solutions interspersed with classroom discussion.
### Development System

#### Test Environments
- All programming assignments submitted are required to compile under either Microsoft Visual C++, version 6.0 or the GNU g++ compiler installed on the FreeBSD machines in McB 124.
- Programs will be tested under either Windows NT or FreeBSD.
- It is the student’s responsibility to ensure that his/her programs execute correctly in the appropriate environment; programs that do not will receive substantial deductions.

#### Program Demonstrations
- For the major projects, students will demonstrate their implementation to a GTA in the McBryde CS Dept. Computer Lab.
- Students may **not** bring their systems to the labs to demonstrate their programs.
- Any code changes (made at the demo) will incur a penalty equal to the late penalty at the time of the demo.
Backups

- **Students are responsible for making backup copies of all their work in this course.** Loss of work due to hard drive failure is **NOT** an acceptable excuse. Backup copies of files on the same hard drive are not backup copies. Backup copies of files on second hard drives are also risky. Backup copies should be maintained on two separate distinct storage mediums, (e.g., hard drives and floppies).

- Backup copies should be maintained until after the end of the term and students have received their course grade. (The Army lives by triplicate for a reason.)

- Remember: Computer systems are mechanical devices. Systems fail. Plan for it. It is inevitable!