

Course Syllabus



Welcome to your first day of CMPT 298.3. We hope you will find this a enjoyable class.

This document provides the basic information on the class. How to reach the instructors, what topics are covered in the class and how you will be evaluated.

Course Website:

The course website is the place to get all the information you need about the class. Class Announcements, notes, assignments, lab material, special topics, resources. You can use the URL below to access the class website:

<https://moodle.cs.usask.ca/course/view.php?id=348>

Course Objectives:

- The student will be able to create an Touch-Based applications that solves a particular problem using custom objects as well as with pre-existing objects. Several platforms will be covered iOS, Android, JQuery, PhoneGap
- The student will be able to analyze and debug a given Touch-Based application application.
- Student will demonstrate knowledge about Human Interface design principles relating to Touch-Based programming (iPhone/iPad/Android/etc.).
- The student will be able to analyze and debug a given iPhone application.

Lecture:

Location	Days	Time	Instructors	Emails
Thorv 159	Wednesday	6:00PM- 8:50 PM	Ralph Deters Chad Jones	deters@cs.usask.ca chad.jones@collegemobile.com

Labs / Tutorials:

Section	Location	Day	Time	Instructor	Email
T01	Thorvaldson Spinks Addition Room S311	Thursday	6:00PM - 7:20PM	Daniel Crampton	dcrampton@gmail.com

Marking Scheme:

- Assignments: 15%
- Midterm: 20%
- Class Project: 30%
- Final: 35%

Course Work:

The university requires that students are aware of the following: Failure to "complete the assigned course work" will result in failure of the course. It is the instructor's responsibility to define what it means to "complete" the course work. In this course, the Final Exam is considered to be "course work". If you miss the exam you must contact your instructor to make an alternate arrangement.

Assignments:

CMPT 298 will have assignments for the first part of the class. The assignments are designed to practice the concepts covered in the weeks preceding the assignment. Assignments are to be handed in using Moodle (<http://moodle.cs.usask.ca>).

Midterm:

There will be a single midterm in the class. The midterm will cover all material covered in the class to that point.

Course Project:

There is a course project in this course worth 30% of the final grade. The class project requires you to build a touch based application. The project will be chosen by you based on your interests and must be approved by the instructor. You will be evaluated based on your ability to deliver the project proposed as well as on the project creativity and difficulty. Think of yourself in a real business setting we are expecting you to complete your project on time and expect you to deliver what you promised.

Final Exam:

There will be a Final Exam for the class it will be comprehensive and will cover everything covered during the term with a heavier emphasis on material covered since the midterm.

The university requires that students are aware of the following: Failure to write the final exam will result in failure of the course. This means that you can miss an exam for medical reasons, but you will have to write a supplemental before a passing grade can be assigned. If you miss a final exam make sure you arrange for a supplemental exam as soon as possible.

Course Textbooks:

There is no recommended textbook for this class. However, if you would a recommended book you can take a look at Beginning iPhone Development Exploring the iPhone SDK. This textbook is not required in any way by the class and is only listed here for your reference. For learning Objective-C specifically the book known as the “bible of Objective-C” is Programming in Objective-C by Stephen Kochan

Lecture and Lab Attendance:

To do well in this course, it would be advised to keep up with the material. The course is designed such that each week depends on material covered in previous weeks. If you were absent from a lecture it is your responsibility to learn the material you missed. The class is also practical requiring you to practice the skills demonstrated in class and in labs.

Academic Honesty:

We take academic honesty very seriously in this class. We encourage collaboration and research, but direct copying is not acceptable. Please take a look at the website below for detailed information on the department’s policy:

<http://www.cs.usask.ca/undergrad/honesty.php>