



I. Locator Information

Semester: Fall 2012
Instructor: Dr. Albert Chan
Course Number: CSC390
Course Name: Topics in Computer Science
Semester Credit Hours: 3 Credit Hours (3-3-0)
Class Day and Time: MWF 11:00-11:50
Classroom: ~~SBE218~~ SBE231
Office Location: SBE345
Office hours: MWF 10:00-12:00, MW 14:00-15:00
Office Phone: (910) 672-1517
Email address: achan@uncfsu.edu

FSU Policy on Electronic Mail: Fayetteville State University provides to each student, free of charge, an electronic mail account that is easily accessible via the Internet. The university has established email as the primary mode of communicating with enrolled students about impending deadlines, upcoming events, and other information important to student progression at the university. Students are responsible for reading their email on a regular basis to remain aware of important information disseminated by the university. The university maintains open-use computer laboratories throughout the campus that can be used to access electronic mail.

Students making inquiries via email to FSU faculty and staff about academic records, grades, bills, financial aid, and other matters of a confidential nature are required to use their FSU email account.

Rules and regulations governing the use of FSU email may be found at: <http://www.uncfsu.edu/PDFs/EmailPolicyFinal.pdf>.

Note: all emails sent to the instructor must begin with the phrase "CSC390" in the subject line or the emails will be deleted by automatic spam filter and the instructor will not see the email at all.

II. Disabled Student Services

In accordance with Section 504 of the 1973 Rehabilitation Act and the Americans with Disabilities Act (ACA) of 1990, if you have a disability or think you have a disability, please contact the Center for Personal Development in the Spaulding Building, Room 155 (1st Floor); 910-672-1203.

III. Course Description: This course will introduce students to mobile application development. The course will first cover the main features of the Java programming language (which is supported by many mobile devices), i.e. objects & classes, methods, inheritance and polymorphism, variables & parameters, types, selection and iteration, graphics and event based programming in a general manner without reference to any specific devices and their programming environments. This initial but rapid coverage is to bring students up to speed with Java and will be done assuming that the student is well versed in one or more programming languages, but not necessarily Java. The next part of the course will cover application development in Java for the class of mobile handheld devices with specific focus on the mobile platform. The course will cover fundamental concepts such as development tools, architecture, UI components, multimedia, and event handling. The student will be able to create applications like mobile games for the device with the knowledge gained from the course.

Prerequisite: CSC 220.

IV. Learning Outcomes: Upon completion of this course, students will be able to:

- explain the concepts of event based programming.
- explain the use of object oriented and event based programming in creating applications for mobile devices.
- use development tools for the mobile device.
- write programs that use UI components for the mobile device.
- write multimedia programs for the mobile device.
- write event handling programs for the mobile device.

V. Textbook:

We do not use any formal textbook in this class. All material is available online.

VI. Course Requirements and Evaluation Criteria

The course is evaluated based on the following criteria:

- Assignments: 30%
- Tests: 30%
- Course Project: 30%
- Class participation (attendance + in class activities): 10%

Penalties for late assignment submission:

- 0% before due date.
- 20% within one week.
- Submission will NOT be graded if submitted one week after due date.

Extra Credits:

- 2% for a pre-course survey – you have to finish it before January 31.
- A bonus point will be given for five (5) consecutive perfect attendance (arrive on time, no early departure), your final grade will be increased by one percent for every two points accumulated.

Final grades are calculated on a four-point system and affect a student’s grade point average as indicated below. The methods and evaluative criteria for determining final grades in the class are delineated above.

Total	Grade	Credit Hours	Quality Points	Meaning
90-100%	A	Hours attempted and earned	4 per credit hour	Exceptionally high
80-89%	B	Hours attempted and earned	3 per credit hour	Good
70-79%	C	Hours attempted and earned	2 per credit hour	Satisfactory
60-69%	D	Hours attempted and earned	1 per credit hour	Marginally passing
0-59%	F	Hours attempted - Not earned	0 per credit hour	Failing
Other grade maybe assigned according to the Undergraduate Catalog				

- Students who do not show up in class for the first week will be assigned an interim grade of “X”.
- During the first half of the semester, the instructor will assign an interim grade of “EA”, Excessive Absences, for students who have been absent for more than 10% of the course contact hours (that is, 5 absences or more). Students receiving an “EA” interim grade should either withdraw from the course, or resume attending classes immediately. The EA grade is not a final grade, students who are assigned an interim grade of EA, but do not withdraw from the class, will receive a final grade based on the evaluation criteria for the class.

VII. FSU Policy on Disruptive Behavior in the Classroom

The *Code of the University of North Carolina* (of which FSU is a constituent institution) and the *FSU Code of Student Conduct* affirm that all students have the right to receive instruction without interference from other students who disrupt classes.

FSU Core Curriculum Learning Outcome under Ethics and Civic Engagement (6.03): All students will “prepare themselves for responsible citizenship by fulfilling roles and responsibilities associated with membership in various organizations.” Each classroom is a mini-community. Students learn and demonstrate responsible citizenship by abiding by the rules of classroom behavior and respecting the rights all members of the class.

The FSU Policy on Disruptive Behavior (see FSU website for complete policy) identifies the following behaviors as disruptive:

- Failure to respect the rights of other students to express their viewpoints by behaviors such as repeatedly interrupting others while they speak, using profanity and/or disrespectful names or labels for others, ridiculing others for their viewpoints, and other similar behaviors;
- Excessive talking to other students while the faculty member or other students are presenting information or expressing their viewpoints.
- Use of cell phones and other electronic devices.
- Overt inattentiveness (sleeping, reading newspapers).
- Threats or statements that jeopardize the safety of the student and others.
- Failure to follow reasonable requests of faculty members.
- Others as specified by the instructor.

The instructor may take the following actions in response to disruptive behavior. Students should recognize that refusing to comply with reasonable requests from the faculty member is another incidence of disruptive behavior.

- Direct student to cease disruptive behavior.
- Direct student to change seating locations.
- Require student to have individual conference with faculty member. At this meeting the faculty member will explain the consequences of continued disruptive behavior.
- Dismiss class for the remainder of the period. (Must be reported to department chair.)
- Lower the student’s final exam by a maximum of one-letter grade.
- File a complaint with the Dean of Students for more severe disciplinary action.

Students who believe the faculty member has unfairly applied the policy to them may make an appeal with the faculty member’s department chair.

VIII. Academic Support Resources

- Blackberry development web site: <http://us.blackberry.com/developers/>
- Android development web site: <http://developer.android.com/index.html>
- As a student of this course, you are entitled to download selected Microsoft® software and have them installed on your computer. This is available under the MSDNAA program. However, you need to fill-in an application form and return it to me in order to obtain access to the software. For more information, refer to the MSDNAA page from the departmental web page (<http://www.uncfsu.edu/macsc>).
- All course material will be available on the Blackboard system.

IX. Course Outline and Reading Schedule

The following is a tentative schedule:

Week	Dates	Lecture	Assignments	Tests
Week 1	Jan 09 – Jan 13	Introduction		
Week 2	Jan 16 – Jan 20	Object Oriented Programming		
Week 3	Jan 23 – Jan 27	Object Oriented Programming	Assignment 1	
Week 4	Jan 30 – Feb 03	Event Based Programming		
Week 5	Feb 06 – Feb 10	Event Based Programming		Test 1 (February 08)
Week 6	Feb 13 – Feb 17	First Mobile Project	Assignment 2	
Week 7	Feb 20 – Feb 24	UI components		
Week 8	Feb 27 – Mar 02	UI components	Assignment 3	
Week 9	Mar 05 – Mar 09	Semester Break		
Week 10	Mar 12 – Mar 16	UI components		
Week 11	Mar 19 – Mar 23	Multimedia		Test 2 (March 23)
Week 12	Mar 26 – Mar 30	Multimedia	Assignment 4	
Week 13	Apr 02 – Apr 06	Event Handling		
Week 14	Apr 09 – Apr 13	Event Handling		
Week 15	Apr 16 – Apr 20	Event Handling	Assignment 5	
Week 16	Apr 23 – Apr 27	Term Project		Test 3 (April 25)
	April 30	Course Project Presentation		
Remarks:	No classes on the following dates: 1. Monday January 16 – MLK Holiday 2. Monday March 05 to Friday March 09 – Semester Break 3. Friday April 06 – Spring Holiday Course Project Presentation must be held during the final examination time slots scheduled by the University. • Monday April 30, 10:00-11:50 (tentative – subject to change) Graduating Seniors will be presenting their course project on Friday April 27 at 11:00-11:50 . Student should ensure his/her availability during the examination week (April 30 to May 04).			

X. Continuity of Instruction. In case FSU must close for an emergency during the semester, meeting will continue online.

XI. Teaching Strategies

The primary teaching strategies for this course will be mainly lecture, and classroom discussion.

XII. Bibliography

- Rizk, Beginning BlackBerry Development, Apress, 2009.
- King, Advanced BlackBerry Development, Apress, 2009
- Wargo, BlackBerry Development Fundamentals, Addison-Wesley, 2009.