CMPS 109  Advanced Programming  Spring 2007

- **Course:** Advanced Programming

- **Time & Place:** Mondays, Wednesdays and Fridays, 11:00am-12:10pm, Baskin Engr. 372.

- **Instructor:** Dean Bailey  
  email: dbailey@soe.ucsc.edu  
  phone: 831-459-1339  
  office: E2-249B  
  office hours: Tuesdays and Thursdays 2:00pm-4:00pm


- **Other interesting textbooks, NOT required:**
  - *The C++ Programming Language*, by Bjarne Stroustrup.  
  - *Practical C++ Programming*, by Steve Qualine.  

- **Syllabus:**

  Introduction  
  ANSI C++ Basics of Program Writing  
  Programming Style and Design  
  Basic Declarations and Expressions  
  Arrays, Pointers, Qualifiers  
  Basic I/O  
  Decision and Control Statements  
  Functions  
  Scope and Storage Class  
  Classes and Abstract Data Types  
  Constructors, Destorctors, Conversions  
  Operator & Function Overloading and Polymorphism  
  Templates, Standard Template Library and Generic Programming  
  Inheritance and Object Oriented Programming  
  Exceptions  
  Object Oriented Programming and Modular Programming

- **Evaluation:** The course work will be weighted as follows:
  
  Final Examination 25%  
  Midterm Examination 20%  
  Best Three of Four Quizzes 15%  
  Programming Assignments 40%  

  N.B. Passing grades in all four parts of the evaluation are required to pass the course.

- **Examination Schedule:**

  Quiz 1  
  Quiz 2  
  Midterm Examination  
  Quiz 3  
  Quiz 4  
  Final Examination  

  Friday, April 13.  
  Friday, April 27.  
  Monday, May 7.  
  Friday, May 18.  
  Friday, June 1.  
  Tuesday, June 12, 12:00-3:00pm.

  The examination schedule is fixed. In particular, requests for changes in the schedule will not be accommodated; if you have conflicts with this schedule, please do not enroll in the class. Also, no time extension will be given for late arrivals on examination days.
- **Academic Integrity:**

No form of academic dishonesty will be tolerated.

You are encouraged to discuss the course material and concepts with other students in the class. However, all work that you submit must be your own. Under no circumstances may you look at anyone else’s code or show anyone else your code. And while you may discuss the concepts and techniques used in the programming assignments, you may not discuss implementation details of the assignments themselves.

Incidents of academic dishonesty will be reported according to UCSC’s policy on academic integrity, the full text of which can be found at [http://casas.ucsc.edu/avcue/integrity](http://casas.ucsc.edu/avcue/integrity).

Specifically for this class, if you are caught turning in work as your own, that is not solely your own, or assisting others in doing so, a formal written report will be sent to your Department, the School of Engineering, and to your Provost and academic preceptor. Furthermore you will get a failing grade for the course and the incident will be noted in your evaluation.