

Overview
Instructor
Information

Welcome to CSC207H: Software Design. There are 2 lecture hours and 1 tutorial each week (we will call them “labs”), 6 exercises, 2 assignments, a multi-phase team project, a midterm, and a final exam.

Instructor	Lecture	Office	Email	Office Hours
Jim Clarke	MW 12–1 in BA 1190	BA 4258	clarke@cdf.toronto.edu	R 2–4
Paul Gries	W 6–8 in BA 1200	BA 4234	pgries@cdf.toronto.edu	T 2:30–4:30

What to Buy

There is a recommended textbook for the course: R. Winder and G. Roberts, *Developing Java Software*, third edition. It is *not* required, but you may find it helpful.

Marking
Scheme

Work	Weight	Comment
Exercises (6)	12%	Each exercise is worth 2%
Assignments (2)	16%	8% each
Project	26%	Parts spread through the term
Midterm test	10%	
Final exam	36%	You must get 40% or above on the exam to pass the course; otherwise, your final course grade will be no higher than 47.

Website

The course has a website, and it is required reading: <http://www.cdf.toronto.edu/~csc207h/fall>. The course website contains resources, lecture notes (posted after each lecture), a discussion board, and more. You are responsible for all announcements made in lecture and on the discussion board.

Email and
Discussion
Board

Please ask general course-related questions on the discussion board and contact us about personal matters by email. We receive a large quantity of email and posts, and we try to respond by the end of the next day. However, it may take longer, especially on weekends and near due dates. Due to the high volume, email and posts sent within 24 hours of a due date may not get a timely response, so ask your questions well in advance.

Please include “207” in all email subject lines lest your message accidentally be filed as spam. Send your messages to both of us: in most areas of the course, one of us specializes but we both like to know what’s going on; and if you require special consideration, neither of us is an expert and we like to discuss your situation carefully.

Labs

There are regularly-scheduled labs. All of the labs will take place in BA3175, BA3185, or BA3195. A list of who goes to which lab room will be posted on the course website early in the second week.

Exercises

There are 6 small exercises that you will work on without a partner. These are due on Mondays at 10:00 a.m.—*not* 10:10 a.m. Each exercise will be introduced in the lab the week before, and that’s where you can get help with it. The exercises are intended to be fairly straightforward, getting you familiar with using some of the tools covered by the course as well as with programming in Java.

You will use a different submission mechanism than you did for first-year courses: you’ll use a *Subversion repository*, which is something like a database shared by you, the TAs, and Jim and Paul. Each of you will have your own repository. You commit your exercise to the repository, and then the course staff have access to it. (We’ll teach you about this during the first two weeks.) You can commit as often as you like, and we’ll mark the last version that you commit before the deadline.

For the exercises, we’ll be marking the intermediate versions over the weekend before the due date and giving you feedback, so that you can correct any problems that you have. Submit early and often and you’ll get lots of feedback before the real marking happens.

Assignments

There are 2 larger assignments that you will work on without a partner. Assignment handouts will be available on the course website. Assignments are due at **10:00 a.m. sharp** on the specified day, again *not* 10:10am, and again you will submit using Subversion.

Test and
Exam

There is one midterm that will take place during lecture, and one final exam that takes place after classes are over. The final exam schedule will be posted here:

<http://www.artsci.utoronto.ca/current/undergraduate/exams>

Team Project

You will work in a team of four students on a project, which will take place in several phases over the last 8 or so weeks of the term. We will assign the teams. (Bleah!)

Your team will have a TA who will act like a project manager: help you organize group meetings, give feedback on your progress, and answer questions about the project.

The project will involve working with a simulated client who needs a program written for a hand-held device. We will be discussing this more in the second week, and many of your labs will involve **required** team meetings. You will work through all the real-world phases of a software project: understanding client requirements, clarifying them, writing a requirements specification, doing a software design, implementing the design, and writing unit tests and documentation.

You can instead choose to do a project for a real-world client instead of a simulated one. This involves you finding a client, negotiating a project of a reasonable size (with our help), and following the same development process. This might result in your software being used by Real People, which looks very nice on your résumé, and we also will give you up to a 20% bonus to your project mark because of the risk and the higher responsibility. In addition, if you choose this option, you can pick your own team.

Late Policy

There are no grace days: all due dates are firm. If you have an issue that prevents you from submitting on time, please see your instructor; if you are ill, please have a doctor fill out the official University of Toronto medical form, linked from the Forms page of the website.

Academic Offences

For the exercises and assignments, all of the work you submit must be done by you, and your work must not be submitted by someone else. Plagiarism is academic fraud and is taken very seriously. The department uses software that compares programs for evidence of similar code. Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):

<http://www.artsandscience.utoronto.ca/ofr/calendar/rules.htm>

Please don't cheat. It is unpleasant for everyone involved, including us. Here are a couple of general guidelines to help you avoid plagiarism:

- Never look at another student's assignment solution, whether it is on paper or on the computer screen. Never show another student your assignment solution. This applies to all drafts of a solution and to incomplete solutions.
- The easiest way to avoid plagiarism is to discuss the piece of work only with your partner, the CSC207H TAs, the CS Help Centre TAs, and Jim and Paul.

Writing Initiative

CSC207 is participating in the Writing Instruction for TAs (WIT) Initiative, integrating subject-appropriate writing into course design. Departmental WIT TAs would like to collect anonymous samples of your assignment writing to analyze the effectiveness of the WIT program. If you do NOT give permission for your assignments to be anonymously analyzed, please send an opt-out email to (skene@utsc.utoronto.ca/jenhork@cs.utoronto.ca) with the subject Opt-out: WIT CSC207.

Accessibility Needs

The University of Toronto is committed to accessibility. If you require accommodations or have any accessibility concerns, please visit <http://studentlife.utoronto.ca/accessibility> as soon as possible.

Term Schedule

M-F Dates	Course	Reminders
9–11 Sep		First week of classes! Wahoo!
14–18 Sep	Labs start this week	Tue 15 Sep: Last day to add courses
21–25 Sep	E1 due Monday	
28 Sept–2 Oct	E2 due Monday	
5–9 Oct	E3 due Monday	
13–16 Oct	A1 due Friday	Mon 12 Oct: Thanksgiving
19–23 Oct	Phase I due Friday	
26–30 Oct	E4 due Monday Midterm test in lecture	
2–6 Nov	A2 due Friday	Tue 3 Nov: Last day to drop courses
9–11 Nov	E5 due Monday	Wednesday is Monday
16–20 Nov	Phase II due Friday	
23–27 Nov	E6 due Monday	
30 Nov–4 Dec	Final phase of project due Friday	Last week of classes! Wahoo!