SYLLABUS

COLLEGE OF COMPUTING AND SOFTWARE ENGINEERING

DEPARTMENT OF INFORMATION TECHNOLOGY

IT5413: SOFTWARE DESIGN AND DEVELOPMENT

FALL 2023 SECTION 01 AND W01

Course Information

Section 01: Class will meet every **Monday 6:30 pm - 7:45 pm in Atrium Building J-130**
Section W01: This course is delivered fully online asynchronously. There are no class meetings.

Instructor

Name: Dr. Chloe Yixin Xie
E-mail: yxie11@kennesaw.edu **(please use D2L Email for course communication)**
Office Location: J-222
Office Phone: 470-578-3803
Office Hours: Monday 2:30 - 4:30pm. By appointment for virtual meetings.
Course Communication:
- Use D2L email. Put the course number in the subject line.
- Students' emails will be replied within 24 business hours.
- Avoid using personal email. Sensitive information (such as your grades) can ONLY be sent to D2L email or KSU email account.

Course Description

In this course, students analyze and formulate software solutions appropriate for an IT organization. Foundational program constructs, software design and development are covered. Object-oriented program constructs, software engineering concepts and IT organization requirements are covered. A research project on software design and development is required.

Prerequisites/Corequisites: None
Credit Hours: 3
Required Texts: None. Learning materials will be provided in the D2L online learning environment.

Recommended Texts*:*
Title: Introducing Python, 2nd Edition (2020)
Author: Bill Lubanovic
Publisher: O'Reilly Media, Inc.
ISBN: 9781492051367

Note: Kennesaw State University Library's Galileo has the subscription to the above eBook that you can access free of charge (See the instruction of accessing the eBook in this Start Here Learning Module).

Technology Requirements:

- This class uses D2L as hosting site. Run a system check to ensure your computer work with D2L. Check out UITS D2L training: http://uits.kennesaw.edu/support/d2ltraining.php .
- Internet Connection. A high-speed Internet connection such as DSL or cable Internet access is highly recommended. You may also use computer labs on campus to complete the coursework.

Student Learning Outcomes

By the end of this course, a student should be able to:
1. Analyze, design, develop and implement programs in an object-oriented language to meet specific business requirements.
2. Analyze the needs of an enterprise in relationship to programming applications.
3. Conduct independent research on a subject related to the course material.

Evaluation and Grading Policies

The required learning materials provided in D2L, along with the recommended textbook available through KSU library will be the basis for all lab assignments, discussion boards and the exam.

Category	Weight
Attendance*	5%
Orientation Quiz	2%
10 Discussions	20%
5 Programming Assignments	35%
1 Midterm Exam	20%
1 Research Project	18%
Total	**100%**

*For hybrid or in-person students, **absences less than three times** during the whole semester period get full credits in Attendance. For online students, **over 85% D2L reading completion** will get full credits in Attendance.

Grade Conversion: A: (90-100), B: (80-89), C: (70-79), D: (60-69), F: (0-59)
Grades will be rounded up if they are > or = .5 or above, for example, an 89.6 is an A, but 79.2 is a C

Course Policies

Announcement

Important announcements will be made to the class electronically through the D2L Announcements tool. It is important that you check your D2L account regularly for announcements, assignments, and course updates.

Assignments and Exams Policy

- All assignments/exams **MUST** be submitted through D2L (https://kennesaw.view.usg.edu/) by the deadline. Email submissions are **NOT** accepted. Any assignment that is **less than or equal to 24**

hours late is subject to **10%** penalty. Any assignment that is **over 24 hours and less or equal to 48 hours late** is subject to **20%** penalty. Any assignment that is **over 48 hours late** will **NOT** be accepted. Except for emergencies with proof.

- Your assignment submissions MUST include python source file (file ending with the '.py' extension) **AND** screenshot of your output. **A screenshot of your python code is NOT accepted.**
- If you must miss an exam due to emergencies, you must e-mail or call the instructor **BEFORE** the scheduled time. Failure to notify the instructor prior the scheduled time will produce an automatic **ZERO** for the exam. NO makeup test except for emergencies with proof (e.g. doctor's slip).

Proctored Exam

- Respondus Lockdown Browser + Web Camera will be used for the final exam.
- LockedDown Web Browser Student Guide:

https://apps.kennesaw.edu/files/pr_app_uni_cdoc/doc/Respondus-LockDown-Browser_StudentGuide.pdf

Discussions

People learn through interactions, to facilitate interactive learning this course will use the Discussions feature in D2L. Discussions will take place in an **asynchronous** manner.

Grading

Grades will be posted in D2L, generally within one week from the due date or submission date whichever is later. Significant assignments such as projects may take longer to grade. If you think there is an error, please make a re-grading request by D2L email **within one week** of grade posting. A request for reassessment will not be granted if more than two weeks have passed since the grade in question was posted. Check your grades in D2L regularly. **No "extra credit"** work will be given to improve one's grade. Copies of your class work and test will be kept for record.

Assignment Submission Guidelines

At the start of each of your source files please include this header. This ensures that your name is on your work and during the grading process, any files you submit can be attributed to the correct assignment.

```
# Program Name:       Lab1.py (use the name the program is saved as)
# Course:             IT5413/Section XXX
# Student Name:       John Doe
# Assignment Number:  Lab#
# Purpose:            What does the program do (in a few sentences)?
```

Student Responsibility

For this class, you are expected to spend **seven to eight hours each week** on coursework:

- Check KSU email regularly;
- Login D2L course website frequently to access the course material (at least every other day);
- Follow the weekly study guide in the learning module;
- Study the assigned material such as virtual lectures, textbook chapters and the PowerPoint slides;
- Complete assigned quiz/assignment/discussion/project on time.

Tips for Effective Online Learning

For an online class, students can really enjoy the benefits of learning at you own pace and at the place of your choice. Below are some tips for effective online learning.

- Check D2L course website frequently. It's recommended that students should login D2L course site

AT LEAST every other day. Always be aware of current status of the course. Take advantage of the posted learning material such as recorded lectures.

- Work with the instructor closely. If you have any question, contact the instructor immediately. You can either email or text me and your message is guaranteed to be replied within 12 hours.
- Start your work early. If you can start a task early, don't start late. Assuming you spend the same amount of time completing the task, starting later will be much more stressful than starting early. **Never start until the last minute!** You'll have no turnaround time if you need help or something happens.
- Keep up with the work. Don't fall behind. If you do, contact the instructor immediately for what you need to do. The instructor may also contact you if he is concerned. Respond to the instructor's inquiry promptly.

Class Communication Rules

In any classroom setting there are communication rules in place that encourage students to respect others and their opinions. In an online environment, the do's and don'ts of online communication are referred to as **Netiquette**. As a student in my course, you should:

- Be sensitive and reflective to what others are saying.
- **Avoid typing in all capitals** because it is difficult to read and is considered the electronic version of 'shouting'.
- Don't flame - These are outbursts of extreme emotion or opinion.
- Think before you hit the post (enter/reply) button. You can't take it back! Don't use offensive language.
- Use clear subject lines.
- Don't use abbreviations or acronyms unless the entire class knows them. Be forgiving. Anyone can make a mistake.
- Keep the dialog collegial and professional, humor is difficult to convey in an online environment.
- Always assume good intent and respond accordingly. If you are unsure of or annoyed by a message, wait 24 hours before responding.

Course Evaluation

Course evaluation is an important feedback mechanism to help the instructors improve their teaching. Students are strongly encouraged to complete the evaluation.

- Course evaluation can be completed with two weeks of the last day of a class. Please complete the evaluation before the last day of a class.
- The evaluation link can be found in the Campus Bookmark section of the D2L Homepage (upper right corner). Direct link: https://kennesaw.bluera.com/kennesaw/
- Students' responses are completely confidential. Instructor has no way of linking responses to individual students. Instructors can only see the completion rate before a semester ends and will only have access to evaluation results after the semester ends.
- When filling out a course evaluation, students should make their feedback constructive. For example, a student may comment on an instructor's good teaching practices, or point out areas of improvement such as a new topic could be added, or a course module/assessment needs to be updated.
- Additional information: https://courseevals.kennesaw.edu/faqs.php

Institutional Policies

- [Federal, BOR, & KSU Course Syllabus Policies](#)
- [Academic Integrity Statement](#)
  - Examples of violation of academic integrity: 1) copy from others or from Internet; 2) allow others to copy your work; 3) use other's help or help other in completing the quizzes or exams.
  - The first violation of academic integrity, the student will immediately receive 0 for the associated grading item. For the 2nd violation, the student will receive a fail grade for this course.

Student Resources

This link contains information on help and resources available to students: [KSU Student Resources.](#)

KSU Academic Integrity Statement
Every KSU student is responsible for upholding the provisions of the Student Code of Conduct, as published in the Undergraduate and Graduate Catalogs. Section 5c of the Student Code of Conduct addresses the university's policy on academic honesty, including provisions regarding plagiarism and cheating, unauthorized access to university materials, misrepresentation/falsification of university records or academic work, malicious removal, retention, or destruction of library materials, malicious/intentional misuse of computer facilities and/or services, and misuse of student identification cards. Incidents of alleged academic misconduct will be handled through the established procedures of the Department of Student Conduct and Academic Integrity (SCAI), which includes either an "informal" resolution by a faculty member, resulting in a grade adjustment, or a formal hearing procedure, which may subject a student to the Code of Conduct's minimum one semester suspension requirement.