COLLEGE OF ENGINEERING HONORS SYLLABUS

COURSE: Object Oriented Programming With Java - ECE 39595
ACADEMIC PERIOD: Fall 2020

HONORS CONTRACT OBJECTIVES

The team will build a website demonstrating various computer engineering projects. The entire team will collaborate on the website as a whole (including an introductory page that provides an overview of the honors project), and each team member will have an individual page to build. These pages will provide an introduction for beginners on each topic. Details of each team member's contributions are listed below.

HONORS CONTRACT DELIVERABLES

Student 1: I will build a page demonstrating the differences between tabular and non-tabular databases, how to use each one, how this topic relates to object-oriented programming and what the trade-offs between each are. I will also help build the css and html for the website.

Student 2: I will build a page demonstrating C++ and git set up for Mac/Linux. On another page I, I will go over how to interface essential git commands with GitHub. I will also go over slightly more complex commands that could be useful!

Student 3: I will add to the page demonstrating C++ and git setup for Windows. Additionally, I will create a page that explains how to develop within the professional workflow of Scrum (and the greater Agile method).

Student 4: For my contribution to the project, I will create a page covering Bash commands that code developers may prefer over traditional file system management or IDE code compilation methods. In addition to this, I will cover how these, plus additional commands and syntax, can be formatted into Makefiles that increase the efficiency with which a developer can compile, run, test, and compare code files and/or their outputs.

HONORS CONTRACT DEADLINES

Completed website, including all pages indicated above, will be due on Monday, November 30th. A link to the introductory page must be emailed to the instructor no later than 11:59 pm on this day.

HONORS GRADING SCHEME

Assignments	Due	Points
Homework	Throughout the semester	15
Project Step 1 XML Parser	TBA	4
Project Step 2 Drawing a dungeon and player navigation	TBA	4
Project Step 3 Monsters, weapons and armor	TBA	4
Project Step 4 Scrolls, magic and actions	TBA	4
Project Step 5 Final Turnin	TBA	45
Honors Project	November 30 (Monday)	10
Exam 1	September 16 (Wednesday)	7
Exam 2	October 16 (Friday)	7
Exam 3	November 18 (Wednesday)	7