

# EE 2372 --- Software Design I

*Fall 2018*

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**Texts:** Programming in C (4<sup>th</sup> Edition)  
by Stephen Kochan  
Data Structures and Algorithms in C++ (2<sup>nd</sup> Edition)  
By Michael Goodrich, Roberto Tamassia, and David Mount

**Optional Reference Texts:**

The C Programming Language by Brian Kernighan and Dennis Ritchie  
GNU/Linux Application Programming by M. Tim Jones (2<sup>nd</sup> Edition)  
Linux Pocket Guide by Daniel J. Barrett (2<sup>nd</sup> Edition)

**Course Description:** Foundations of data structures and algorithms. These foundations include: space and time complexity analysis, the use of data structures such as linked lists and binary trees, basic sorting and searching algorithms, and foundations of software testing/verification/validation.

**Prerequisite:** CS 1320 with a grade of “C” or better.

**Class Hours:** Tuesdays and Thursdays 1:30PM to 2:50PM, Liberal Arts Bldg Rm. 108

**Office Hours:** Tuesdays and Thursdays 3:00PM to 4:30PM, Eng. Annex Rm. A-340

**Course Outline:**

Week 1: Introduction  
Weeks 1-2: GNU/Linux software development environment  
Week 2: C language programming constructs: variables, algebraic expressions, simple I/O  
Week 3-4: C language programming constructs: decision statements and iterative control statements  
Weeks 4-5: Fundamental data structures: arrays and structures  
Week 5: Fundamental data structures: strings and string processing  
Week 5: Exam 1  
Week 6: C standard library: Console and File I/O  
Weeks 7-8: Fundamental data structures: pointers and linked-lists  
Week 9: Fundamental data structures: binary trees  
Week 10: Exam 2  
Weeks 10-11: Software development process  
Week 11: Software testing/verification/validation  
Weeks 12-13: Fundamental algorithms: sorting and searching

Weeks 14-15: Time and space complexity analysis of algorithms  
Finals Week: Exam 3

**Grading:**

Class Participation/Quizzes	25%
Assignments	30%
Exam 1	15%
Exam 2	15%
Exam 3 (during Finals week)	15%

**Learning Objectives:** [correlation to ACM curriculum standards in square brackets, knowledge units in bold should be covered in a pre-requisite course as well]

1. Become a proficient user of the Linux software development environment and GNU software development tool-chain [**CE-SWD-2**]
  - a. Linux software development environment
  - b. GNU software development tools – *gcc*, *gdb*, *make*, *gprof*, *gcov*
2. Understand C language programming constructs [**CE-SWD-3**]
  - a. variables
  - b. algebraic and logical expressions (including operator set)
  - c. simple I/O
  - d. decision statements
  - e. iterative control statements
3. Understand and follow structured software design strategies [**CE-SWD-3**]
  - a. programming paradigms: procedural/modular, object-oriented
  - b. design for reuse using the procedural/modular paradigm
  - c. utilizing standard libraries, focus on C standard library
4. Understand and utilize fundamental data structures [**CE-SWD-5**]
  - a. arrays and structures
  - b. strings and string processing
  - c. pointers, linked lists, and binary trees
  - d. storage allocation: static, stack and heap
5. Software testing, verification, and validation [**CE-SWD-8**]
  - a. Understand the differences between testing, verification, and validation.
  - b. Demonstrate an understanding of unit testing strategies and tradeoffs.
  - c. Ability to construct test vectors and use tools to automate their construction.
6. Understand the foundations of algorithm analysis [**CE-CAL-1**, **CE-CAL-2**, **CE-CAL-3**]
  - a. history and the role of algorithms
  - b. algorithms available in the C standard library
  - c. determine time complexity of algorithms
  - d. determine space complexity of algorithms
7. Understand and utilize fundamental algorithms [**CE-CAL-5**]
  - a. sorting algorithms: bubble sort and insertion sort
  - b. searching algorithms: linear search, binary search, and hash functions

**Academic Dishonesty:**

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