

The University of Texas at El Paso

EE 2372 – Software Design I

Spring 2021

CRN: 21043

TR: 1:30pm – 2:50pm

ONLINE--Synchronous – Blackboard (BB)

Professor: Patricia A. Mendoza

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BB Office Hours:

Tuesday 3:00pm-4:30pm,

Wednesday 1:00pm-2:00pm,

Or by appointment

Textbooks:

Programming in C (4th Edition)

By Stephen Kochan

ISBN: 978-0321776419

Publisher: Pearson Education

Data Structures and Algorithms in C++ (2nd Edition)

By Michael Goodrich, Roberto Tamassia, and David Mount

ISBN: 978-0470383278

Publisher: Wiley

Optional Reference Texts:

The C Programming Language by Brian Kernighan and Dennis Ritchie

GNU/Linux Application Programming by M. Tim Jones (2nd Edition)

Linux Pocket Guide by Daniel J. Barret (2nd 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.

Learning Objectives

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, CECAL-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

Note: correlation to ACM curriculum standards in square brackets, knowledge units in bold should be covered in a pre-requisite course as well.

Grading

Attendance/Class Participation/Quizzes:	20%
Exam 1:	15%
Exam 2:	15%
Exam 3 (during Finals Week):	15%
Assignments/Projects:	35%

Grading Scale

A = 100% - 90%

B = 89% - 80%

C = 79% - 70%

D = 69% - 60%

F = 59% or below.

***EE 2372 is part of the ECE BS Lower Division classes and requires a “C” grade or better in order to fulfill the B.S. EE degree requirement and successfully complete the course.

Homework

Students will have some homework assignments during the semester, and these will be based on class lectures and book readings.

Homework will have to be submitted thru Blackboard Shell. Specific instructions and due dates for assignments will be given either during online synchronous class and through Blackboard announcements.

Late homework will **NOT** be accepted. In a case of illness or an emergency, is the student’s responsibility to notify the instructor (before class preferably) of the conflicting situation. **Validating proof of the illness or emergency** will be required in order to accept late homework submission.

Projects

Student will have to work on at least one project through the semester based on C/C++ programming understanding. There will be **NO** make ups for projects. More information about the projects will be provided later.

Quizzes

There will be several quizzes throughout the semester to provide feedback about your performance and understanding in class. These quizzes will be counted as in-class activities, and most of these will not be previously announced. There might be situations where Quizzes will have to be completed thru Blackboard Shell. There will be **NO** make ups for quizzes.

iClicker Reef – a cloud-based student response software - might be incorporated to our class. This will help me to understand what you know, give everyone a chance to participate in class, and increase how much you learn when we are in class together. This might count as a short quiz activity or just as participation. More information about iClicker will be provided later.

Exams

There will be three online exams during the semester, which will focus on lectured material and assignments mostly. All online exams will require use of “Respondus 4.0” software. More information on how to install this software will be provided later. **No** retakes for exams will be allowed. In a case of illness or an emergency which might prevent the student from taking the exam, it is the student’s responsibility to notify the instructor as soon as possible (before exam time preferably) of the situation. Validating proof of the illness or emergency will be required, and professor will provide a new time and date for this exam.

Final Exam

The final exam period time will be used for our third online exam. Completion of this Exam III is required as part of the class grade. All online exams will require use of “Respondus 4.0” software. More information on how to install this software will be provided later. There will be no make up for this last exam. In a case of illness or an emergency which might prevent the student from taking/completing this exam, it is the student’s responsibility to notify the instructor as soon as possible of the situation. Validating proof of the illness or emergency will be required. Professor might provide an “I” (incomplete) grade for the class until the terms for replacing this grade are discussed and completed by the student.

Class Attendance and Participation

This class is an Online-Synchronous class, where students are required to log in through blackboard and participate in class every Tuesday and Thursday from 1:30 pm to 2:50 pm. This teaching/learning method is similar to having a virtual classroom that allows students to ask questions and teachers to answer those instantly, like in face to face learning environment.

Class is intended to be interactive and student participation is extremely important. Consider that by only attending class you will have the opportunity to answer quizzes and have discussions about class materials which might count for attendance, participation and/or assignments.

Students must log in to BB shell class on time, and they must be prepared for class material since this is part of homework and quizzes. A good understanding of class material and class activities will also help with students’ participation. iClicker Reef might be incorporated to class activities.

Withdrawal and Dropping the class

Not attending classes and not submitting assignments does not constitute official withdrawal, and the professor might not drop you from the class. Make sure to talk to the professor if you stopped attending classes and completing assignments, and you need to be dropped from the course. If a student stops attending the course and/or accessing/reviewing materials and/or completing assignments, this will be taken as absence and the student will receive a grade based on work completed and attendance.

The student might be dropped after 2~3 weeks of Blackboard shell inactivity and/or not attending online classes (4~6 classes). Students may drop the class and receive a WC before **April 1st, 2021** (this date might change later). After this date the professor might still be able to drop the student only in cases of medical or family emergencies, but the student will need to contact professor to make this request and must provide documentation.

To drop this class, please contact the Registrar’s Office (<https://www.utep.edu/student-affairs/registrar/>) to initiate the drop process or contact them at records@utep.edu. If you cannot complete this course for whatever reason, please contact me, otherwise, you are at risk of receiving an “F” i the course.

Technology Requirements

Course content is fully delivered via internet through Blackboard Learning Management System (LMS). Ensure your UTEP e-mail account is working and that you have access to the Web and a stable web browser. Mozilla Firefox and Google Chrome are the most supported browsers for Blackboard. Other browsers may cause complications with the LMS. When having technical difficulties, update your browser, clear your cache, or try switching to another browser.

You will need to have or have access to a computer/laptop, a webcam and a microphone. Check that your computer hardware and software are up-to-date and able to access all parts of the course. Technology Support offers cost-free equipment checkout program for enrolled students. You can check out Laptop, a Wi-Fi hotspot, webcam even for a semester. For more information please go to https://www.utep.edu/technologysupport/TSCenter/TSC_EQ_LaptopsTablets.html.

You will also need access to UTEP VPN (Virtual Private Network) in order to remotely connect to the campus network and access on campus resources. For more information about VPN services go to https://www.utep.edu/technologysupport/ServiceCatalog/NET_VPNGlobalProtect.html.

If you encounter technical difficulties beyond your scope of troubleshooting, please contact the Help Desk at helpdesk@utep.edu or at 915-747-HELP (4357) as they are trained specifically in assisting with technological needs of students.

UTEP E-mail Account and Blackboard

Student will need to have his/her UTEP email account and Blackboard account ready at the beginning of the semester. Online class and assignments will be provided thru Blackboard Shell and email, and it is the student's responsibility to have these accounts ready. **NO** emails from personal email accounts will be accepted. All emails for this class will require "EE 2372 Spring 2021" on the *subject field*, unless message is sent thru Blackboard Shell.

This class will be synchronously taught through Blackboard. If you need assistance with Blackboard, please contact UTEP Help Desk.

Students with disabilities, accommodations or support services

Center for Accommodations and Support Services (CASS) Policy: If you have or believe you have a disability that may impact your ability to succeed in a class, whether it be online or face-to-face, you may wish to contact the Center for Accommodations and Support Services (CASS) to show documentation of a disability or to register for services. Students who have been designated as disabled must reactivate their standing with the CASS yearly. If you feel that you may have a disability requiring accommodations and/or modifications, contact **CASS** at cass@utep.edu, or call at 747-5148, or go to CASS AIM portal to request accommodations online: <https://www.utep.edu/student-affairs/cass/>.

Student Conduct

As an entity of The University of Texas at El Paso, the Department of Electrical and Computer Engineering is committed to the development of its students and to the promotion of personal integrity and self-responsibility. The assumption that a student's work is a fair representation of the student's ability to perform forms the basis for departmental and institutional quality. All students within the Department are expected to observe appropriate standards of conduct. Acts of scholastic dishonesty such as cheating, plagiarism, collusion, the submission for credit of any work or materials that are attributable in the whole or in part to another person, taking an examination for another person, any act designed to give unfair advantage to a student, or the attempt to commit such acts will not be tolerated. Any case involving academic dishonesty will be referred to the Office of the Dean of Students. The Dean will assign a Student Judicial Affairs Coordinator who will investigate the charge and alert the student as to its disposition. Consequences of academic dishonesty may be as severe as dismissal from the University. See the Office of the Dean of Students' homepage <https://www.utep.edu/student-affairs/osccr/> for more information.

Statement for (N)etiquette

When communicating electronically, many of the feelings or impressions that are transmitted via body language in face-to-face communications are lost. Consequently, interpreting emotions and innuendos is much more difficult. Only what is written, or drawn, carries the message. Often, excitement can be misinterpreted as anger or insult. It is important that we all keep this in mind as we communicate. Words in print may seem harmless, but they could emotionally injure us when working at a distance. Hence, it is vitally important that we are conscious of how we communicate while working at a distance.

For example, avoid the use of caps in your electronic messages, as wording in caps comes across as shouting. The standard practice ("Netiquette") for participation in networked discussion requires that all participation be focused on the topic at hand, not become personalized, and be substantive in nature. (Translation: you may certainly disagree with others, but you must do so respectfully; you may express strong beliefs or emotions, but you may not get so carried away that you lose all perspective on the course itself.)

Please observe the following:

- You are required to check the Blackboard course shell daily for messages, updates, and assignments.
- Respect and courtesy must be provided to fellow classmates and the instructor at all times, in all contexts. No harassment or inappropriate posting will be tolerated.
- Be professional and careful in what you say about others.
- When reacting to someone else's messages, address and focus on the ideas, not the person who posted them.
- Be careful when using sarcasm and humor. Without face-to-face communications your joke may be viewed as criticism.

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:	Pointers and fundamental data structures: arrays and structures; basic data structures: linked list and binary trees
Week 5:	Fundamental data structures: strings and string processing
Week 5:	Exam I – Online
Week 6:	C standard library: Console and File I/O
Weeks 7-8:	Debugging basics
Week 9:	Software testing/verification/validation
Week 10:	Fundamental algorithms: sorting and searching
Weeks 10-11:	Time and space complexity analysis of algorithms
Week 11:	Exam II - Online
Weeks 12-13:	Recursion; Dynamic memory allocation
Weeks 14-15:	Multithreaded programming
Finals Week:	Exam III – May 13th 1:00pm – 3:45pm - Online

Syllabus Change Policy

Except for changes that substantially affect the evaluation (grading) statement, this syllabus is a guide for the course and is subject to change with advance notice.

Important Spring 2021 Dates

- **Jan 11th** – Financial Aid Disbursed
- **Jan 18th** – Dr. Martin Luther King, Jr. Holiday – University Closed
- **Jan 19th** – Spring classes begin – for ONLINE Synchronous classes, log in to BB
- **Jan 19th – 22nd** - Late Registration (Fees are incurred)
- **Feb 3rd** – Spring Census Day
 - Note: This is the last day to register for classes. If payment is not received by this day, students will be dropped.
- **Feb 5th** – Spring Career Fair, 9:00am – 3:00pm, Virtually
- **March** – Advising Season Starts, for Summer and Fall 2021
- **Mar 15th – 19th** – Spring Break
- **Mar 26th** – Cesar Chavez Holiday – no classes
- **Apr 1st – Spring Drop/Withdrawal Deadline (this date is subject to change)**
- **Apr 1st** – Internship & Part-time Job Fair, 9:00am – 3:00pm, virtually
- **Apr 2nd** – Spring Study Day
- **May 6th** – Spring – Last day of classes
- **May 7th** – Dead day
- **May 10th – 14th** - Spring Final Exams
- **May 13th – Thursday – EE 2372 Final Exam – Online - Time: 1:00pm – 3:45pm**
- **May 15th – 16th** - Spring Commencement (this date is subject to change)
- **May 19th** – Grades are Due
- **May 20th** – Grades are posted to students’ records. Students are notified of grades and academic standing