Overview

Introduction
This unit extends the students’ knowledge and experience of programming, and introduces them to the consideration and experience of the software engineering processes necessary for the construction of software systems of high quality. Programming topics include: references, allocation and deallocation of memory, self-referential data structures, classes and objects, class instantiation, object based programming, abstract data types, introduction to algorithm complexity. Software Engineering topics include: requirements analysis, functional specification, software design, programming techniques and tools, software development life-cycles including agile programming, an introduction to software version control, systematic approach to testing, and period planning.

Warning on Over-confidence
Some students who have done a considerable amount of home or school computing may think that they are already expert computer programmers. This is extremely unlikely, as most self-taught or uncorrected programmers have picked up bad habits which are inappropriate in professional programming, and may have major gaps in their understanding of concepts. Please bear in mind that practising computing at a professional level is very different from practising it as a hobby. Experience has shown that very few students who have studied computing at school are so good that they can treat programming units lightly.

Learning Outcomes
On successful completion of this unit, you will be able to:
1. Program using recursive and non-recursive data structures
2. Understand associated algorithms and their complexity
3. Design, and understand the advantages of, abstract data types
4. Apply time management principles to software production
5. Understand the software development process and its common models
Unit Content

Data Structures and Algorithms:
- arrays, linked-lists, queues, stacks, trees
- abstract data types and UML diagrams
- classes, objects, instantiation
- polymorphism and generics
- introduction to algorithm complexity

Fundamentals of Software Engineering:
- analysis, functional specification, software design, programming
- techniques and tools
- software development life cycles including agile programming
- software version control
- systematic approach to testing and defect prediction
- pre- and post-conditions and assertions

Personal Software Process:
- tracking, prioritisation and management of time
- period planning, product planning

For more information see the section titled 'Content' on the unit website.

Generic Skills

The university has defined a set of generic graduate attributes expected in its graduates.
http://www.utas.edu.au/policy/subject.html#graduates Your course is designed to enable you to
develop generic skills that are valued in, and expected of, graduates. These are skills that you will
need to develop over time. Hence you are encouraged to look for opportunities, as you study each
unit, to reflect on and improve these skills.

Knowledge
- Apply technical and information skills
- Use a wide range of academic skills including analysis and synthesis

Communication Skills
- Access, organise and present information

Problem Solving Skills
- Conceptualise problems and formulate a range of solutions
- Find, acquire, evaluate, manage and use relevant information

LEARNING AND TEACHING

Approach to Learning

You are expected to spend about 130 hrs studying in this unit - this includes attendance at scheduled
teaching sessions. (For a 13 week semester this is, on average, 10 hr/wk.) This is the amount of
study time that the 'typical' student will need to reach the level of competence and understanding
required to fulfil the unit objectives.

You are expected to:
- attend all scheduled lectures and tutorials, unless otherwise notified by the unit coordinator
- prepare for, and actively participate in lectures and tutorials
- complete the assigned learning tasks
- review what has been learnt
- complete assessment items and submit them on time
- access and be familiar with the information and resources available on the unit website
- seek help from teaching staff if you have any questions or difficulties in studying this unit

Lecture slides and handouts in paper form (for purchase) and on the unit website (for free) will be
available at the start of the semester. Lecture notes will be made available on the unit website after
each lecture. Information about how to obtain the paper version of lecture slides and handouts will be
given in lectures.

You are encouraged to read the university's Code of Conduct for Teaching and Learning. Part A
describes the 'Responsibility of the University to Students' and part B describes the 'Responsibilities of
Students to the University'. http://www.utas.edu.au/tl/policies/codes.html

Schedule

See the 'Schedule' section on the unit website.

Teaching and Support Staff

Teaching Staff

Unit Coordinator:

Dr. Ian Lewis
School Help Desk

Contact the School Help Desk if you have any queries or problems with accessing, using, or printing from the computers in the School of Computing and Information Systems labs.

- **Hobart**: the Help Desk is located near the School's reception desk and is open from 10am - 4pm Monday-Friday. The phone number is 6226 2960.
- **Launceston**: the Help Desk is located near the entrance to the computing labs and is open in the morning from 10am - 12pm, and in the afternoon from 2pm - 4:30pm, Monday-Thursday. On Fridays it is open from 10am - 12pm in the morning and 2pm - 4pm in the afternoon. The phone number is 6324 3447.
- **Burnie**: the computer labs at the Cradle Coast Campus are maintained by ITS. Please contact the University Help Desk for assistance. If you have a query or problem that is specific to the School of Computing and Information Systems please phone the School of Computing and Information Systems Help Desk in Launceston.

University Services and Support

The University has staff available to assist you, such as the:

- Learning Development Advisor
- Student Counselor
- Careers Advisor
- Disability Officer

For more information and contact details see the Services and Support section on the University 'Current Students' web page. [http://www.utas.edu.au/students/](http://www.utas.edu.au/students/)

Resources

**Unit Website**

The unit website contains unit information and resources.

**Prescribed Text**


**Readings**


**Software**

The software that you will need to access the unit website and to study this unit, including general purpose software such as word processors, is provided on the computers in the School's computing labs. If you intend to use software on other computers please check that the versions are compatible.

**Computing Facilities**

The School has PC labs (Windows XP), Mac labs (Mac OS-X 10.5), and Networking labs at the Newnham and Sandy Bay campuses. Unix accounts can be accessed from all Macs and PCs.

If you have not used these facilities before please contact the School Help Desk to organise your account details. If you would like to access the facilities at the Newnham and Sandy Bay campuses after hours please contact the School Help Desk.

Please contact the School Help Desk if you have difficulty accessing or using these facilities.

**Use of Facilities**

Use of computing facilities provided by the School is subject to the School's Ethics Guidelines - [http://www.cis.utas.edu.au/cisview/ethics.jsp](http://www.cis.utas.edu.au/cisview/ethics.jsp). Copies of the guidelines are also available in all School labs. The School's facilities may only be used for study-related purposes, and may not be used for personal gain. The playing of games is strictly prohibited in all labs at all times. Before being granted access to the School's facilities, you will be required to sign a declaration that you have read and understand these guidelines, and that you will abide by them. Disciplinary action may be taken against students who violate the guidelines.

**Occupational**

The university is committed to providing a safe and secure teaching and learning environment. For
| Assessment Items | Item 1 | Title: Data Structures Assignment 1  
Type: In-Semester - individual assignment  
Weighting: 10%  
Due: 5:00pm, Wednesday 23rd January |
|------------------|--------|--------------------------------------------------|
|                  | Item 2 | Title: Data Structures Assignment 2  
Type: In-Semester - individual assignment  
Weighting: 10%  
Due: 5:00pm, Friday 1st February |
|                  | Item 3 | Title: Fundamentals of Software Engineering  
Type: In-Semester - learning tasks  
Weighting: 10%  
Due: During semester in tutorials |
|                  | Item 4 | Title: 3 hr open-book examination  
Type: Formal Examination  
Weighting: 70%  
Due: University Examination Period |

See the 'Assessment' section in unit website for more detailed information about assessment items.

**In-Semester Assessment**

Unless specifically stated in the specification of the assessment item provided on the unit website, it is required that:

- work submitted by a student is the work of that student alone OR
- where the assessment item is to be completed by a group of students, the work submitted by the group of students is the work of that group of students alone.

**Plagiarism**

Plagiarism is a form of cheating. It is taking and using someone else's thoughts, writings or inventions and representing them as your own, for example:

- using an author's words without putting them in quotation marks and citing the source;
- using an author's ideas without proper acknowledgment and citation; or
- copying another student's work.

**If you have any doubts about how to refer to the work of others in your assignments, please consult your lecturer or tutor** for relevant referencing guidelines, and the academic integrity resources on the web at [http://www.utas.edu.au/supporting/academicintegrity/index.html](http://www.utas.edu.au/supporting/academicintegrity/index.html).

The intentional copying of someone else's work as one's own is a serious offence punishable by penalties that may range from a fine or deduction/cancellation of marks and, in the most serious of cases, to exclusion from a unit, a course or the University. Details of penalties that can be imposed are available in the Ordinance of Student Discipline – Part 3 Academic Misconduct, see [http://www.utas.edu.au/policy/subject.html#students](http://www.utas.edu.au/policy/subject.html#students).

The University reserves the right to submit assignments to plagiarism detection software, and might then retain a copy of the assignment on its database for the purpose of future plagiarism checking.

**Referencing**

The university document on plagiarism contains information about referencing the work or ideas of others. (See [http://www.utas.edu.au/plagiarism/](http://www.utas.edu.au/plagiarism/).)

The preferred text referencing systems for the School is the Harvard system (also referred to as the author-date system).

**Submissions**

The details of the submission method (paper, electronic or other) for each assignment will be supplied in a separate assignment specification sheet. All in-semester assignment submissions (including electronic submissions) are to include an Assignment Cover Sheet which includes a statement confirming that the submission is your own work. If this undertaking is not signed, the assignment will not be marked. The Assignment Cover Sheet is available from the School Help Desk in Launceston and Hobart, and on the School's web site [http://www.cis.utas.edu.au/cisview/studyresources.jsp](http://www.cis.utas.edu.au/cisview/studyresources.jsp).

**Extensions**
Assessment items will not be accepted after the due date except under the conditions stated in the school policy on late assessment. [http://www.cis.utas.edu.au/cisview/late_assess.jsp](http://www.cis.utas.edu.au/cisview/late_assess.jsp)

**Formal Examination**

The formal examination is conducted by the University Registrar. The 'Current Students' section on the university website contains information about the conduct of, and timetable for, formal examinations.

**Final Grade**

Overall assessment will be based on the student's performance throughout the semester as well as in a formal examination. In order to achieve a pass (or better) result, a student must obtain:

1. at least 45% of the total mark for in-semester assessment items
2. at least 45% of the mark for the formal examination
3. at least 50% of the overall mark

In order to comply with the benchmarks set by the Faculty of Science, Engineering & Technology for distribution of grades in units, both the in-semester and examination marks that students obtain may be adjusted either upwards or downwards. See [http://fcms.its.utas.edu.au/scieng/scieng/policies.asp](http://fcms.its.utas.edu.au/scieng/scieng/policies.asp) for details of the Faculty Assessment Guidelines.

Passing grades will be awarded based on the AVCC guidelines:

- PP at least 50% of the overall mark but less than 60%
- CR at least 60% of the overall mark but less than 70%
- DN at least 70% of the overall mark but less than 80%
- HD at least 80% of the overall mark

The maximum mark awarded to a student who fails the unit will be 44.

For more information, including other grades such as Supplementary and Terminating grades, see the School of Computing's guidelines for assessment - available at: [http://www.cis.utas.edu.au/cisview/assess.jsp](http://www.cis.utas.edu.au/cisview/assess.jsp)