

<b>Course Number</b>	<b>CS 499</b>	<b>Course Title</b> SU20	<b>Senior Project in Computer Science</b>			
<b>Semester Hours</b>	<b>3</b>	<b>Course Coordinator</b> SP20	<b>Chun-Hsi Huang</b>			
<b>Catalog Description</b> SU18	A continuation of CS 498, performing exercise in the design, implementation, documentation, and deployment of a group project culminating in a presentation to the Computer Science faculty.					
<b>Textbooks</b>						
Stellman, A. & Greene, J. (2005). <i>Applied Software Project Management</i> . O'Reilly Media, ISBN: 978-0596009489.						
<b>References</b>						
Demarco, T. & Lister, T. (2013). <i>People ware: Productive Projects and Teams</i> , Addison-Wesley Professional, 3rd Edition, ISBN: 978-0321934116.						
Berkun, S. (2005). <i>The Art of Project Management</i> , O'Reilly Media, ISBN: 978-0596007867.						
<b>Course Learning Outcomes</b>						
<ul style="list-style-type: none"> <li>• To provide a significant real-world type team experience in the field of computer science.</li> <li>• To improve the ability to work in a team setting.</li> <li>• To demonstrate the diverse skills and problem solving abilities acquired during the students' undergraduate education.</li> </ul>						
<b>Assessment of the Contribution to Student Outcomes</b>						
SP20						
<b>Outcome →</b>	1	2	3	4	5	6
<b>Assessed →</b>	X	X	X	X	X	X
<b>Prerequisites by Topic</b>						
CS 498						

**Major Topics Covered in the Course**

1. Working in a team environment: roles within a team, responsibilities, managing oneself within a team setting {12 classes}
2. Project Management and Planning: Management Issues and Styles {4 classes}
3. Project Requirements and Design Issues {4 classes}
4. Coding Standards {2 classes}
5. Documentation Standards {2 classes}
6. Implementation {3 classes}
7. Testing & Walk-through {4 classes}
8. Deployment {3 classes}
9. Formal Report and Final Presentation {6 classes}