

**San José State University**  
**Department of Computer Science**  
**Spring 2021**  
**CS 175 Mobile Device Development**

**Course and Contact**

**Information Instructor:**

**Class Hours:**

**Office Hours:**

## Course Mechanics

### Laptops

You will be required to have a wireless-enabled laptop running Windows, Mac OSX, or a version of Linux to all classes and exams. It must be capable of installing and running the course software

An Android phone is not required but helpful to have for better mobile application development experience.

## Course Requirements

### Exams (50%)

One online in-class mid-term (25%) and an online final exam (25%). Exams cannot be made up, except for reasons of illness, as certified by a doctor, or documentable extreme emergency.

### Programming Assignments (40%)

There will be 5 programming assignments throughout the course. Schedule your time accordingly. If you are having trouble with any of the assignments, please reach out to the course staff for help.

## Individual Work

All homework, exercise and exams must be *your own individual work*. It is OK to have general discussions about the assignments or read other material for inspiration. You may *never* copy anything from anyone **without attribution**. This means if you find code on Stackoverflow or another web site, you need to give the URL where you found the code in a comment at the top of your class so that I can look at it if necessary.

You may copy from the textbook, the labs, or anything we do in class without attribution. For assignments and exams, you may not copy anything from any other student at all, and you may not collaborative produce results in pairs or teams. Your work must be entirely your own.

**It is never okay to share your code with other students.** If the other person submits your work, both students will receive a 0.

First incident of cheating will result in a 0 on that assignment or exam. Second incident will result in a F for the class.

## BSCS Program Outcomes supported by this course:

- (a) An ability to apply knowledge of computing and mathematics to solve problems
- (b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- (c) An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
  - (i) An ability to use current techniques, skills, and tools necessary for computing practice
  - (j) An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the trade-offs involved in design choices
  - (k) An ability to apply design and development principles in the construction of software



