

Fall 2004

CEG 255: Introduction to the Design of Information Technology Systems

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Wright State University - Main Campus

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Computer Engineering (CEG) 255

Introduction to the Design of Information Technology Systems

Autumn Quarter 2004
Wright State University

Course Description

Information systems consist of modern elements such as database systems, networks, multi-platform distributed computing, web infrastructure and multimedia computing. In this course we will address these areas individually and also where they intersect to gain a basic understanding of how information technology can be used to solve real problems.

We will develop techniques to design, develop and implement distributed business software. Emphasis will be on the following areas:

- Graphical User Interfaces (GUI) using Java Swing classes
- Management of data in Relational Database Management Systems (RDBMS) with SQL
- Integration of distributed systems using object brokering systems such as CORBA

Goal

There are several goals to accomplish in CEG 255:

1. Master the individual techniques in Java for implementing IT Systems (CORBA, GUI, etc.)
2. Conceptualize how the individual techniques can be used together
3. Learn how to solve real, complex problems
4. Have some fun!

Lecturer

Eric Matson

Office: 336 Russ Engineering Center

Phone: 937-775-5108

Office Hours: Tuesday/Thursday 1:00 - 2:15

Email: matson@cs.wright.edu

Web: www.cs.wright.edu/~matson

Class: Tuesday/Thursday 2:15 - 3:30 Russ Engr. Center 153

Text

Required: *Big Java*, Cay Horstmann, John Wiley and Sons, Inc. ISBN: 0-471-40248-6.

Prerequisites

For this class the official prerequisite is *CS 241*. Please let me know the first lecture if you do not meet this prerequisite.

Grading

Homework	25%
Project	25%
Midterm Exam	25%
Final Exam	25%

The base scale is: A: 90-100, B: 80-89, C: 70-79, D: 60-69, F: 0-59. This is the highest requirement that will be used. The scales may be lowered or revised if necessary.

Policies and Notes

- Attendance: Attendance is not required, nor will it be taken after the first couple of lectures. If you are not a regular attendee, it will be your responsibility to seek out what material was covered in the lecture and learn it. Most of my exam questions will be taken directly from ideas covered during the lecture, so it greatly helps if you attend!
- I will utilize my CS web page (www.cs.wright.edu/~matson) to post updates to the course, sample code, projects, announcements, schedule, etc. Get in the habit of checking it regularly.
- The prerequisites of the course are basic understanding of high-level development in C++ and object oriented concepts. If you are not confident in your skills or do not have the required prerequisites, then visit with me and I can evaluate how to catch your skills up the appropriate level and develop a plan to do so.
- Always make back ups of all of you work. Never have just one copy of anything!
- If you are going to miss an exam, for any reason, discuss it with me in advance. If it is an emergency situation, please notify me as soon as possible. *Sleeping late after attending the 24 hour Monty Python movie festival is not considered an emergency!*
- You can reach me a number of ways. Email is normally the best as I check it about 18 hours a day normally. You can also reach me by phone during the day at 775-5108. If you need human contact either stop in during my office hours, make an appointment, or just come by my office. If I am in and not on a deadline to get something else completed, I will normally try to help as much as possible.
- There are technologies we will use in this class that you may not already know, such as file transfer, command line, text editors, file systems, etc. We will cover some of these technologies as we go.
- The key to learning in this class will be spending time working through the problems. Don't wait until 2 hours before something is due to try to learn the concept and then write the program. This normally ends in a disaster! Stay up with the readings and try to work through some of the examples in the book. I will post what I call, "10 minute programs" which are exercises that you can work through to learn key concepts. And yes, they are programs you can write and execute in 10 minutes (unless you are a really slow typist, like me. In that case, they become "20 minute programs".)

Academic Misconduct

In this class, the only way to truly learn the concepts to is do the work yourself. I encourage working with other people on the course concepts. When you begin to write the program, complete and submit your own work.

Work that has obviously been copied or in the more extreme case, when the original author's name has not even been changed, both parties will receive a 0 grade for that assignment. Both parties will also be turned over to the Office of Judicial Affairs.

Schedule (tentative)

#	Day	Date	Topic	Reading	Notes	Work Due
1	T	Sept 7	Introduction	1		
2	U	Sept 9	Java Preliminaries	2		
3	T	Sept 14	Java	3, 5, 6		
4	U	Sept 16	Java	7, 9, 11		
5	T	Sept 21	Java	13, 14		
6	U	Sept 23	GUI	4		
7	T	Sept 28	GUI	10		
8	U	Sept 30	GUI	12		
9	T	Oct 5	Review			
10	U	Oct 7	Midterm Exam			
11	T	Oct 12	RDBMS/JDBC	23		
12	U	Oct 14	RDBMS/JDBC			
13	T	Oct 19	RDBMS/JDBC			
14	U	Oct 21	RDBMS/JDBC			
15	T	Oct 26	CORBA	Handouts		
16	U	Oct 28	CORBA			
17	T	Nov 2	CORBA			
18	U	Nov 4	CORBA			
19	T	Nov 9	Review			
20	U	Nov 11	Veteran's Day	NONE	NO CLASS	
21	?	?	Review for Final Exam			
22	U	Nov 18	Final Exam 3:15 - 5:15			

Always have readings scheduled for that day complete prior to the class meeting

Note: T = Tuesday
U = Thursday