CSCE 4905 IT Capstone

Course Syllabus

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Office Hours: Thursdays 2:00 – 4:00 or by appointment
Web: http://www.cs.unt.edu/~garlick
http://moodle.cse.unt.edu The class materials are available on Moodle
Textbook: None

Topics

This course is the first of a two course sequence in which students develop a complex IT System starting from customer requirements and progressing through the entire analysis, design, implementation, testing and delivery lifecycle. Students work in teams to develop a project plan, complete the technical components of the project, prepare a variety of deliverable documents, and finally deliver the finished product to the customer. The first course will focus on the analysis and design of the system but will include practical implementation.

Prerequisites: CSCE 3055 IT Project Management. This pre-requisite is enforced.

Course Outcomes:

- Gather and refine user and system requirements and constraints for a large scale information system, and create a system requirements specification document.

- Perform system analysis and design tasks using recognized software engineering methods to create a preliminary design specification for a system based on a requirements specification.

- Utilize software project management principles, skills and tools in creating the requirements and preliminary design specifications.

- Create a project management plan, including a schedule and budget for a large-scale information systems project.

- Create initial test and documentation plans for a project.

- Utilize configuration management, project management and design tools in the course of the project.

Evaluation

Project: You will form a group and create a project of your choice. Requirements, design, budgeting, analysis, management, tools, and implementation will all be important parts of the project.

No late assignments of any kind are accepted unless there is a verifiable emergency situation. No exceptions.
Approximate Course Grading *(subject to change)*

- Documentation: 20%
- Milestone: 20%
- Final Project: 60%

The final course grade will be based on the following scale:

- 90 – 100 A
- 80 – 89 B
- 70 – 79 C
- 60 – 69 D
- Below 60 F

### Tentative Lecture Schedule

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### Course Policies

- The Department of Computer Science cheating policy will be followed. Any student caught cheating will receive an automatic F for the course and further disciplinary action may be taken. This will include those who violate the rules, as well as those who permit such actions.
- Students are expected to do their own work on homework/programming assignments. I encourage everyone in the class to discuss the assignments. However, any work/code turned in must be your own.
- All exams including the final will be given only once. If one regular exam is missed WITH AN EXCUSED ABSENCE, the comprehensive final will replace this grade. Only one regular exam grade can be replaced in this way. If more than one regular exam is missed, the second missed exam will be given a grade of 0. The final exam must be taken or a 0 will be given for the final exam.
- Homework assignments must be turned in on time for full credit (on the due date). No assignments may be turned in late.

### Americans with Disabilities Act

The Computer Science Department cooperates with the Office of Disability Accommodation to make reasonable accommodations for qualified students (cf. Americans with Disabilities Act and Section 504, Rehabilitation Act) with disabilities. If you have not registered with ODA, we encourage you to do so. If you have a disability for which you require accommodation please discuss your needs with the instructor or submit a written Accommodation Request on or before the fourth class day.