CSE 3345 – Graphical User Interface Design and Implementation

Fall 2014

Time & Place: TuTh 9:30 AM – 11:00 AM, Junkins 205

Instructor: Jason Murphy
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Office Hours: W 1:00 – 2:30 PM
Located in the Adjunct office in the CSE department, Caruth Hall 4th floor

Prerequisites
- All students are assumed to have basic programming skills in either Java or C++ and understand the basics of object-oriented technology (OOAD / OOP).
- Students should be able to do a screen capture on their system to submit the results of their programs.
- Be able to access and use the Lyle UNIX servers using your engineering account.
- Access and ability to use the internet and Google search.
- A grade of C- or better in CSE 2341.

Textbook
- CSS: The Definitive Guide by Eric A. Meyer
- Designing with the Mind in Mind by Jeff Johnson (free e-book)

Course Description
Introduce concepts underlying the design and implementation of graphical user interfaces including the psychological aspects of human-computer interaction. This course is structured around lectures, case studies, and student projects. This course will introduce event-driven programming concepts, including the Java API, application interfaces, graphics, basic and advanced GUI components, HTML, CSS, JavaScript, and Android.

The emphasis of the class will be on understanding and developing proper graphical interfaces using native tools/programming languages(s).

Course Topics
- HTML
- CSS
- JavaScript, jQuery
- HTTP / REST
- XML, JSON
- User Interface and Design Principles
- Android

Projects and Exams
- Collaborative team project with CSE 3330 Database Concepts
• Midterm (HTML, CSS, JavaScript / jQuery, Design)
• Final Project
  o Android application
  o Ignite presentation

Class Requirements
• Bring a pencil or pen to every class. You will need it to take notes and for pop quizzes.
• Computing devices are NOT allowed to be open while the lecturer is lecturing. They are only to be opened during coding exercises.

Grading Distribution
Attendance and class participation – 5%
Quizzes – 10%
Homework and programming assignments – 20%
Collaborative project – 30%
Midterm – 15%
Final project – 20%

Grading Scale
90 – 100: A
87 – 89: B+
80 – 86: B
77 – 79: C+
70 – 76: C
67 – 69: D+
60 – 66: D
0 – 60: F

Late Work Policy
Late homework may be submitted through the original assignment link on Blackboard. DO NOT email late work to the instructor; it will not be opened. The late policy is as follows:
• Work submitted within 24 hours of the due date will automatically be deducted by 20%.
• Work submitted within 24 to 48 hours of the due date will automatically be deducted 30%.
• Work submitted within 48 hours or 7 days of the due date will automatically be deducted 50%.
• Work submitted after 7 days of the due date will receive no credit.
Only extreme cases/circumstances will be given any reconsideration. This policy does not apply to quizzes or tests.

Attendance Policy
Because of the nature of this class, attendance of and participation in lecture is of the utmost importance. Therefore, students are expected to attend class regularly. If a student is absent from class, it is that students responsibility to make arrangements with the professor to make up any work missed or to ensure that assignments are submitted on time or early. Any assignments that will be missed (including those due to university-sanctioned events) must be completed before the due date. This includes lecture exams and homework assignments. Note that 5% of the semester grade is based upon class attendance and active participation. This attendance score will be determined based on attendance and active participation in both lecture and lab.
Academic Ethics and Collaboration
You are expected to create, edit, and print your own assignments and take tests without outside assistance. All work is expected to be yours and yours alone. In particular:

- You should never look at or review another person’s work for any given assignment. This includes looking at papers, solutions, or computer screens where another student’s work is displayed.
- You should never give or receive solutions/answers to any questions or projects or any parts of questions or projects. This includes but is not limited to source code, design documents, homework, etc.
- You should never use another person’s work, answers, code, etc. and rebrand it as your own. This includes work from other students, online forums, etc.

If you collaborate on any assignment for any reason unless specifically permitted by the instructor, you will receive an F in the course and may be reported to the SMU Honor Council. The presumption should be that collaboration is not permitted and collaboration should only take place subsequent to explicit instructions by the instructor. It is your responsibility to know and understand the University’s Honor Code and the expectations for collaboration in this course.

Disability Accommodations
Students needing academic accommodations for a disability must first contact Disability Accommodations & Success Strategies (DASS) at 214-768-1470 or www.smu.edu/alec/dass.asp to verify the disability and to establish eligibility for accommodations. They should then schedule an appointment with the professor to make appropriate arrangements. (See University Policy No. 2.4; an attachment describes the DASS procedures and relocated office.)

Religious Observance
Religiously observant students wishing to be absent on holidays that require missing class should notify their professors in writing at the beginning of the semester, and should discuss with them, in advance, acceptable ways of making up any work missed because of the absence. (See University Policy No. 1.9.)

Excused Absences for University Extracurricular Activities
Students participating in an officially sanctioned, scheduled University extracurricular activity should be given the opportunity to make up class assignments or other graded assignments missed as a result of their participation. It is the responsibility of the student to make arrangements with the instructor prior to any missed scheduled examination or other missed assignment for making up the work. (University Undergraduate Catalogue)

Conduct Expectations
Students should observe the following:
- Cell phones should be in vibrate/silent mode at all times during lecture. DO NOT, under any circumstances, answer your cell phone during class.
- Students should remain quiet during lecture so as to avoid disturbing other students.

This syllabus is not final and is subject to change.