# **CALIFORNIA STATE UNIVERSITY CHANNEL ISLANDS COURSE MODIFICATION PROPOSAL** Courses must be submitted by November 3, 2008, to make the next catalog (2009-2010) production

DATE (CHANGE DATE EACH TIME REVISED): OCTOBER 9, 2008 REV 11.18.08 PROGRAM AREA(S): COMPUTER SCIENCE Directions: All of sections of this form must be completed for course modifications. All documents are stand alone sources of course information.

#### 1. Course Information.

[Follow accepted catalog format.] (Add additional prefixes i f cross-listed)

OLD NEW Prefix COMP Course# 451 Title Advanced Object-oriented Prefix COMP Course# 451 Title Advanced Object-oriented Programming Units (3) Programming Units (3) 3 hours lecture per week 3 hours lecture per week hours blank per week hours blank per week Prerequisites: Comp 350 Prerequisites: Comp 350 and Comp 362 Consent of Instructor Required for Enrollment Consent of Instructor Required for Enrollment Corequisites: Corequisites: Catalog Description (Do not use any symbols): Catalog Description (Do not use any symbols): Principles of object-oriented design and programming based Principles of object-oriented design and programming based on languages such as Java, C++ and Smalltalk will be on languages such as Java, C++ and Smalltalk will be presented. Understanding of the role of objects, methods, presented. Understanding of the role of objects, methods, message passing, encapsulation and inheritance for effective message passing, encapsulation and inheritance for effective programming will be stressed. Language structure versus programming will be stressed. Language structure versus particular engineering objectives will be analyzed. Design particular engineering objectives will be analyzed. Design Pattern techniques will be a unifying theme. Pattern techniques will be a unifying theme. Graded Graded Gen Ed CR/NC Gen Ed Repeatable for CR/NC Repeatable for Categories up to units Categories up to units Lab Fee Requested 🕅 A - F Lab Fee Requested 🕅 A - F Total Total Completions Completions Course Level: Multiple Course Level: Multiple Undergraduate Optional Enrollment in Undergraduate Optional Enrollment in same Post-bac/Credential (Student's same semester Post-bac/Credential (Student's semester Graduate choice) Graduate choice)

- 2. Mode of Instruction (Hours per Unit are defaulted)
  - Existing

Hegis Code(s)\_

Proposed	
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(Provided by the Dean)

	Units	Hours Per Unit	Benchmark Enrollment	Graded		Units	Hours Per Unit	Benchmark Enrollment	Graded	CS No. (filled out by Dean)
Lecture	<u>3</u>	<u>1</u>	<u>24</u>	$\boxtimes$	Lecture	<u>3</u>	<u>1</u>	<u>24</u>	$\boxtimes$	
Seminar					Seminar					
Lab					Lab					
Activity					Activity					
Field Studies					Field Studies					
Indep Study					Indep Study					
Other blank					Other blank					

### 3. Course Attributes:



6. Use Rational Approach to carry on OOAD

7. Think and express design in the "design patterns"

8. Use testing strategies and moderm refactoring techniques to

provide flexible and robust software solutions

9. Write test plans and documentation.

10. Design and implement a comprehensive selfstanding software solution - final project

11. Organize and express ideas clearly and convincingly in oral

- 1.Design object-oriented algorithms in a high-level language
- 2. Explain optimization problems and performance tradeoffs
- 5. Use OOAD methodology to solve software engineering
- 6. Use Rational Approach to carry on OOAD
- 7. Create designs using "design patterns"

8. Use testing strategies and moderm refactoring techniques to

provide flexible and robust software solutions

9. Write test plans and documentation.

10. Design and implement a comprehensive selfstanding

software solution - final project

11. Organize and express ideas clearly and convincingly in oral

4.

and written forms.

6. Course Content in Outline Form.	(Be as brief as possible, but use as much space as necessary)
OLD	NEW

- 1. Introduction to OO, UML, Rational Process
- 2. Software Design Principles I
- 3. Software Design Principles II: Introduction to Design
- Patterns
- 4. Creational Design Patterns
- 5. Structural Design Patterns
- 6. Behavioral Design Patterns
- 7. Introduction to Object Components and Data Objects
- 8. Refactoring and testing
- 9. Introduction to the EAI

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- 3. Software Design Principles II: Introduction to Design Patterns
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- 5. Structural Design Patterns
- 6. Behavioral Design Patterns
- 7. Introduction to Object Components and Data Objects
- 8. Refactoring and testing
- 9. Introduction to the EAI

Does this course content overlap with a course offered in your academic program? 🗌 Yes	🛛 No
If YES, what course(s) and provide a justification of the overlap.	

Does this course content overlap a course offered in another academic area? Yes No If YES, what course(s) and provide a justification of the overlap.

**Overlapping courses require Chairs' signatures.** 

- 7. Cross-listed Courses (Please note each prefix in item No. 1)
  - A. List cross-listed courses (Signature of Academic Chair(s) of the other academic area(s) is required).
    - B. List each cross-listed prefix for the course:
    - C. Program responsible for staffing:
- 8. References. [Provide 3-5 references]

OLD Component Software: Beyond Object-oriented Programming, C. Szyperski, Addison-Wesley Professional (2000) Design Patterns: Elements of Reusable Object-oriented Software by Gamma, Helm, Johnson, Vlissides, Addison-Wesley (1998)

Refactoring, M. Fowler, Addison-Wesley (1999)

NEW Component Software: Beyond Object-oriented Programming, C. Szyperski, Addison-Wesley Professional (2000) Design Patterns: Elements of Reusable Object-oriented Software by Gamma, Helm, Johnson, Vlissides, Addison-Wesley (1998)

Refactoring, M. Fowler, Addison-Wesley (1999)s

- 9. Tenure Track Faculty qualified to teach this course. All Computer Science faculty
- 10. Requested Effective Date or First Semester offered: Fall 2009
- 11. New Resource Requested: Yes No If YES, list the resources needed.
  - A. Computer Needs (data processing, audio visual, broadcasting, other equipment, etc.)

B. Library Needs (streaming media, video hosting, databases, exhibit space, etc.)

- C. Facility/Space/Transportation Needs:
- D. Lab Fee Requested: Ves No. Refer to the Dean's Office for additional processing

#### E. Other.

12. Indicate Changes and Justification for Each.	[Check all that apply and follow with justification.	Be as brief as possible but,
use as much space as necessary.]		

use as much space as necessary.]	
Course title	Course Content
Prefix/suffix	Course Learning Objectives
Course number	References
Units	GE
Staffing formula and enrollment limits	Other cross listing
Prerequisites/Corequisites	Reactivate Course
Catalog description	
Mode of Instruction	

Justification: Students need a background in Operating Systems to get the full benefit of this course.

13. Will this course modification alter any degree, credential, certificate, or minor in your program? YES □ NO ⊠ If, YES attach a program update or program modification form for all programs affected. Priority deadline for New Minors and Programs: October 6, 2008 of preceding year. Priority deadline for Course Proposals and Modifications: November 3, 2008. Last day to submit forms to be considered during the current academic year: April 15<sup>th</sup>.

William J. Wolfe

10/9/08

Proposer(s) of Course Modification Date Type in name. Signatures will be collected after Curriculum approval.

# **Approval Sheet**

## Course: Comp 451

If your course has a General Education Component or involves Center affiliation, the Center will also sign off during the approval process.

Multiple Chair fields are available for cross-listed courses.

Program Chair		
	Signature	Date
Program Chair		
	Signature	Date
Program Chair		
	Signature	Date
General Education Chair		
	Signature	Date
Center for Intl Affairs Director		
	Signature	Date
Center for Integrative Studies Director		
	Signature	Date
Center for Multicultural Engagement Director		
	Signature	Date
Center for Civic Engagement and Service Learning Director		
	Signature	Date
Curriculum Chair		
	Signature	Date
Dean of Faculty		
	Signature	Date