Wake Technical Community College
Computer Technologies Division Syllabus

Course Number: CSC-289
Course Title: Programming Capstone Project

Textbook Information
(Opens in Barnes & Noble Search window)
http://waketech.bncollege.com/webapp/wcs/stores/servlet/TBWizardView?catalogId=10001&langId=-1&storeId=65227

Online and Hybrid Course Information

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<th>Students in Curriculum Education Online and Hybrid courses must complete the Course Entry Quiz during the first 10% of the course. The quiz can be found on the course’s Blackboard site on the first day of class. Students who fail to complete the quiz within the required time frame will be immediately marked as “NA” (Never Attending) and dropped from the class.</th>
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This class may include at least one proctored assignment and/or test that will require attendance at a testing center or an approved proctored location.

Course Description:
This course provides an opportunity to complete a significant programming project from the design phase through implementation with minimal instructor support. Emphasis is placed on project definition, testing, presentation, and implementation. Upon completion, students should be able to complete a project from the definition phase through implementation.

Software Used to Complete Coursework:
1. Windows 8.1 – Hyper V role enabled and Telnet Client enabled
2. Visual Studio 2013 Community or better
3. Windows Universal SDK (should come with Visual Studio 2013 Community or better). If you roll VS 2013 Ultimate, get the latest update (I believe 4).
4. Azure SDK (latest)
5. PowerShell
6. PowerShell ISE
8. Arduino IDE
9. Windows IoT SDK (comes in the form of a nugget package)

Other Required Equipment:
None

Special Instructions:
Internet course. Review general distance education information at http://www.waketech.edu/studentservices/online-learning/students. Students must be able to participate in an on-campus project presentation the last week of the semester, information as to when and where will be given later in the semester.

Credit Hours: Three (3) Semester Hours
Pre-requisites: CTS-285
Co-requisites: None

Course Goals:
1. Practice different phases of software development
2. Apply design, implementation and testing to a project
3. Demonstrate proper presentation techniques

Student Learning Outcomes:
Upon successful completion, students will be able to demonstrate (through completion of class work and assignments):
• Design a software product
• Implement the software product
• Create documentation to describe the technical details of the software product
• Write user guide to help users to use the software product
• Design and perform tests to evaluate the correctness of the software product
• Presentation of the project

Grading:
• 10% Lab Assignments
• 10% Project Proposal
• 10% Weekly Update 10% Project Presentation - Presentation of Project to entire class
• 60% Project Submission

Subject Areas:
Note: The order in which these subject areas are presented may be changed/modified by your instructor. This list is offered only as a guide. The pace of each class differs according to the instructional needs of the students in the class. Always consult with your instructor.

• Windows Universal Apps
• Front End Design patterns
• Mobile Design Principles
• Pitches and Project Tuning
• Azure App Platform
• Project Work and Mentoring
• Project Presentation

Employability Skills:
Each student will be evaluated based on whether he or she demonstrates the skills that make them employable in their field. These skills may include, but are not limited to: promptness, presence, verbal articulation of subject matter concepts, quality of written communications, respect for their instructor,
respect for their classmates, honorable presentation of original work, gracious acceptance of constructive criticism, attention to detail, and a dedication to excellence in their academic goals. These employability skills are direct reflections of the Wake Tech's Core Values. Ask your individual instructor about how employability skills will affect your grade, and your ability to work in your chosen field once you have completed your academic goals.

Classroom Policies

- Students are responsible for all of the information presented in the Wake Technical Community College Student Handbook.
- Please note that computers are to be used at all times for official course purposes.
- Use of computers for general web surfing, e-mailing, chat room discussions, social networking, and any other non-course related task is forbidden. Violation of this rule will result in a grade deduction and possible loss of computer privileges.
- The college forbids the use of all audible electronic equipment during instructional time.
- Forbidden devices include but are not limited to: cell phones, smart phones, MP3 players, tablets, and PDAs.
- If you miss a lecture or arrive late, you are responsible for the material presented, handouts distributed, and any announcements made that day. The instructor will not provide notes for missed classes.

The Core Values of Wake Technical Community College

https://www.waketech.edu/catalog/history-statement-values-and-accreditation

Student Code of Conduct, Rights, and Responsibilities

https://www.waketech.edu/catalog/student-code-conduct-rights-and-responsibilities

Disability Support Services (DSS)

Disability Support Services (DSS) is available for students who require academic accommodations due to any physical, psychological, or learning disability. To determine eligibility, contact the office at 919-866-5670. Wake Technical Community College strives to make its websites accessible and usable for people of all abilities. We continue to make improvements and enhancements to our website accessibility features. If you find a feature that is not accessible, or if you have an immediate need, please contact accessibility@waketech.edu.

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