Description: Each student as part of a team creates with his/her customer/advisor a significant project capitalizing on the prior four years of Computer Science education. The scope includes problem selection, requirement specification, design and implementation of the solution.

Textbooks: None

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Goals: To provide a capstone experience for the overall education acquired through the curriculum of the computer science major. To develop the ability to apply the problem solving skills and pertinent knowledge to the identification and solution of real-world practical problems in the chosen area of specialization.

Topics:
- Introduction
- Mentor/customer-team formation
- Project planning and problem statement formulation
- Design phase: requirement analysis with survey of methodology and technical resources
- Proposed approach: detailed system description with proposed task
- Implementation phase: team work, project management, software development
- Evaluation of the design effort based on customer/advisor guidelines and realistic constraints: economic factors, safety, reliability, aesthetic, ethical and social impact
- Presentation and final report

Grading: Grades will be calculated based on the above criteria.

Attendance: I strongly encourage regular attendance in my classes and will take attendance at the beginning of each class. You are responsible for all announcements and for all material presented in the lecture sessions.

Turning in work: Turn in your work on time. Your works should be turned in before I start the class.

Final Note: Eventhough you will work as part of a team, your grade will only reflect your contribution to the project. I do not grade the quality of the projects only, but I also evaluate the level of the participation of each team member involvement in a project.