ISE 582 Information Technology for Industrial Engineers Fall/2001
General Information

Personnel:

Instructor: Dr. Elaine Chew
Office Hours: THU 3pm-5pm, GER245 and by appointment
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Teaching Assistant: Arthur Dhallin
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Course Text:


Additional course reading will be excerpted from various books and current articles. Check the course website for a list of useful references.

Course Website:

The student should develop a habit of visiting the course website regularly for assignments, announcements, lecture notes and supplementary materials – http://www-classes.usc.edu/engr/ise/582.

Pre-requisites: ISE 382, CS 101L or equivalent.

Course Objectives

The goal of this course is to learn to model and analyze information systems in e-commerce setting, and to develop competence in using object-oriented methods and tools.

An introduction to object-oriented programming and object-oriented concepts such as encapsulation, polymorphism and inheritance using Java. Java is the popular "write once, run
anywhere” programming language for web and other software applications. The course will also include the representation of object relations using the Unified Modeling Language.

No learning is complete without practice, so the class will introduce these ideas through practical programming experience. The concrete goal is to build a simple web application that takes user input, retrieves information from a data file, performs some calculations and displays the results.

**The Rough Guide:** (subject to change)

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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<tbody>
<tr>
<td>1</td>
<td>A Crash Course in HTML</td>
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<td>2</td>
<td>HTML Forms, Introduction to Java</td>
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<td>3</td>
<td>Creating Classes and Methods</td>
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<td>4</td>
<td>Class Heirarchies and Design</td>
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<td>5</td>
<td>Booleans and Conditions</td>
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<td>6</td>
<td>File input/output: Vectors, Characters and Strings</td>
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<td>7</td>
<td><em>MIDTERM</em></td>
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<td>8</td>
<td>UML and Object-oriented Design</td>
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<td>9</td>
<td>Graphical User Interfaces</td>
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<td>10</td>
<td>Activating Applets</td>
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<tr>
<td>11</td>
<td>Databases and SQL <em>(Art Dhallin)</em></td>
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<tr>
<td>12</td>
<td>Forms, Dialog windows, Dynamic tables</td>
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<tr>
<td>13</td>
<td><em>THANKSGIVING BREAK:</em> No class</td>
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<tr>
<td>14</td>
<td>Activating Remote Computations</td>
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<tr>
<td>15</td>
<td>Human Computer Interface <em>(Mansour Rahimi)</em></td>
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**Grading Method**

Evaluation is based on one project (30%), one midterm (30%), individual assignments (30%) and class participation (10%).

Collaboration (meaning discussion of ideas and approaches to homework problems) is allowed in completing the assignments. You are expected to solve and write up your own solution. Plagiarism is *NOT* acceptable, always credit your sources. The assignments and homeworks will be graded by the Teaching Assistant. No late assignments will be entertained, unless *extreme* circumstances can be demonstrated.

The midterm will be closed book, but one 8.5x11 cheat sheet will be allowed. The midterm and the project will be graded by the professor, and the professor will determine the final grade at the end of the course.
Project

The goal of the self-defined final project is to practice the theories learnt in class. The project can be either a computer implementation (using your favorite object-oriented programming language) or a review paper. Presentations will occur during exam week.

Class Participation

Students will be expected to contribute to the content of the class through short weekly assignments throughout the semester.

Academic Integrity Policy

You are expected to solve and write up your own homeworks, or you will be penalized for cheating. You are encouraged to study and to work on assignments and homeworks together. This includes discussing solution strategies to be used on individual assignments. If you do study or work together on a homework, be sure to credit your team of collaborators. However, all work submitted for the class is to be done individually.

All USC students are responsible for reading and following the Student Conduct Code, which appears in the Scampus and at http://www.usc.edu/dept/publications/SCAMPUS/governance. The USC Student Conduct Code prohibits plagiarism. Some examples of what is not allowed by the conduct code: copying all or part of someone else's work (by hand or by looking at others’ files, either secretly or if shown), and submitting it as your own; giving another student in the class a copy of your assignment solution; consulting with another student during an exam. If you have questions about what is allowed, please discuss it with the instructor.

Students who violate University standards of academic integrity are subject to disciplinary sanctions, including failure in the course and suspension from the University. Since dishonesty in any form harms the individual, other students, and the University, policies on academic integrity will be strictly enforced. We expect you to familiarize yourself with the Academic Integrity guidelines found in the current SCampus.

Violations of the Student Conduct Code will be filed with the Office of Student Conduct, and appropriate sanctions will be given.

Disability Policy Statement

Any Student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me (or to TA) as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m. - 5:00 p.m., Monday through Friday. The phone number for DSP is (213)740-0776.