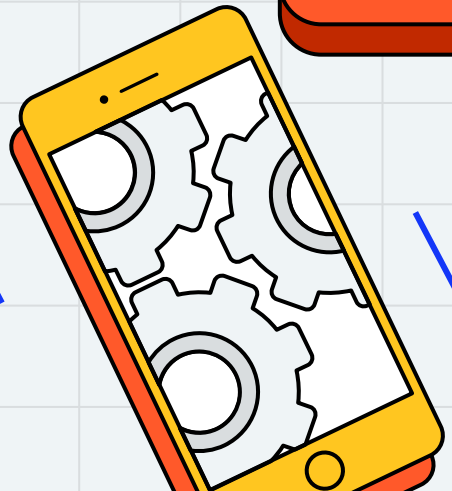
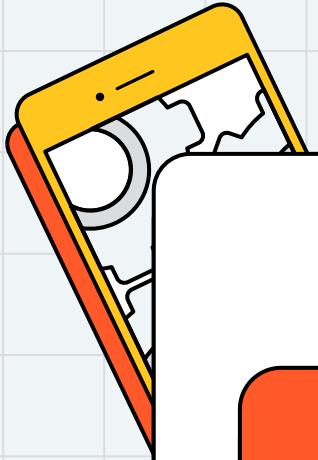
Application Programming



Hend Alkittawi

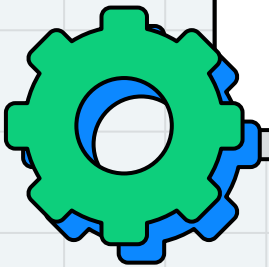
WELCOME!

Hola
Merhaba
Gutentag
Hello
Privet
Ola
Shalom
Annyonghaseyo
Konnichiwa
Assalam Alaikum



Introduction

Welcome to Application Programming



WHAT IS APPLICATION PROGRAMMING?

Advanced application development in a current object-oriented language. Introduction to the software life cycle, best programming practices, and modern development tools.

This course is:

1. An introduction to application development, including **best practices** and **object-oriented programming.**
2. Experience with new **IDEs**, **repository sharing**, and **app building tools.**
3. The **foundation** you need for your first **internship** as a **software engineer.**

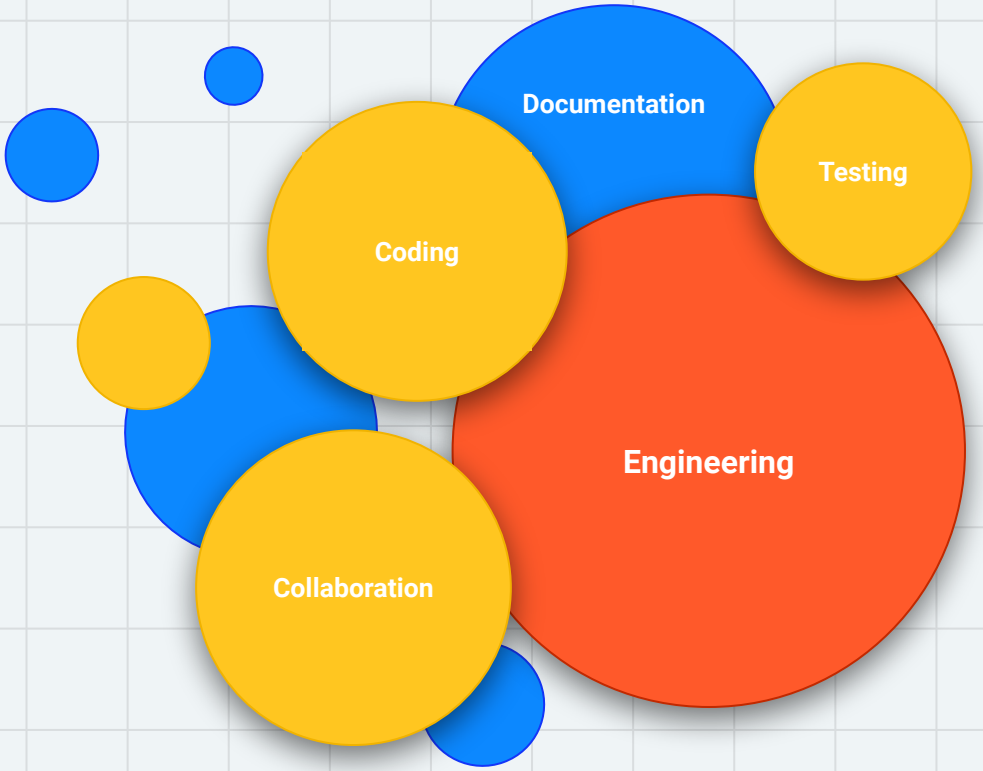
WHAT IS APPLICATION PROGRAMMING?

Advanced application development in a current object-oriented language. Introduction to the software life cycle, best programming practices, and modern development tools.

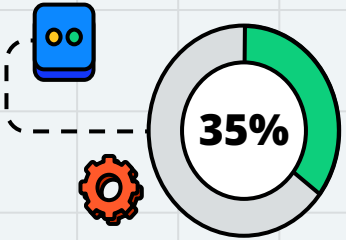
This course is **not** the following courses:

1. Software Engineering
2. Mobile App Development
3. Enterprise Software Engineering
4. User Interface Design

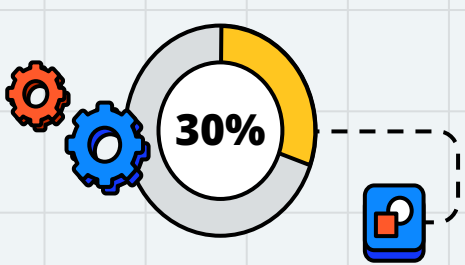
WHAT IS APPLICATION PROGRAMMING?



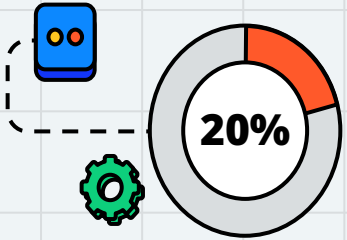
WHAT IS APPLICATION PROGRAMMING?



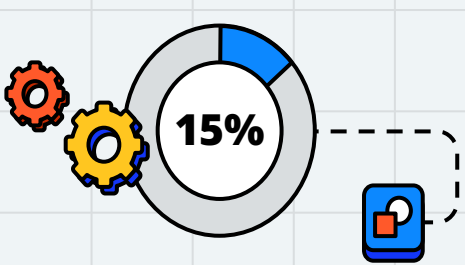
Labs



Exams



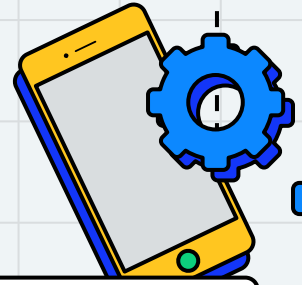
Project



Quizzes

- Refer to the schedule (here) for due dates.

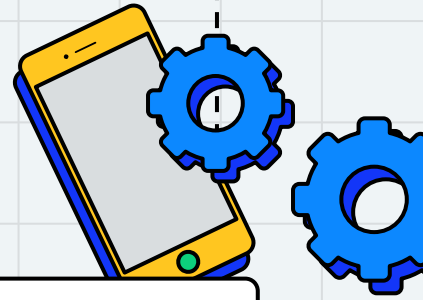
LABS



5 Labs

- All labs will be submitted on **Canvas**.
- Labs must be completed **individually**.
- You may discuss algorithms and approaches with others, but you may not code together, share code, or share a computer, under any circumstance.

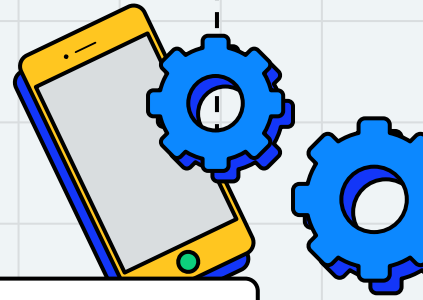
QUIZZES



6 Quizzes

- All quizzes are administered on **Canvas**.
- Quizzes are **not timed.**
- You may use online resources or any materials.
- Collaboration is **not permitted.**
- Late quiz submissions are **not accepted.**

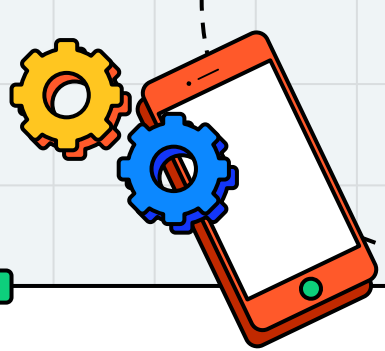
EXAMS



2 Exams

- Midterm Exam on **June 19, 2024** in class during class time.
- Final Exam on **August 7, 2024** in class during class time.

PROJECT



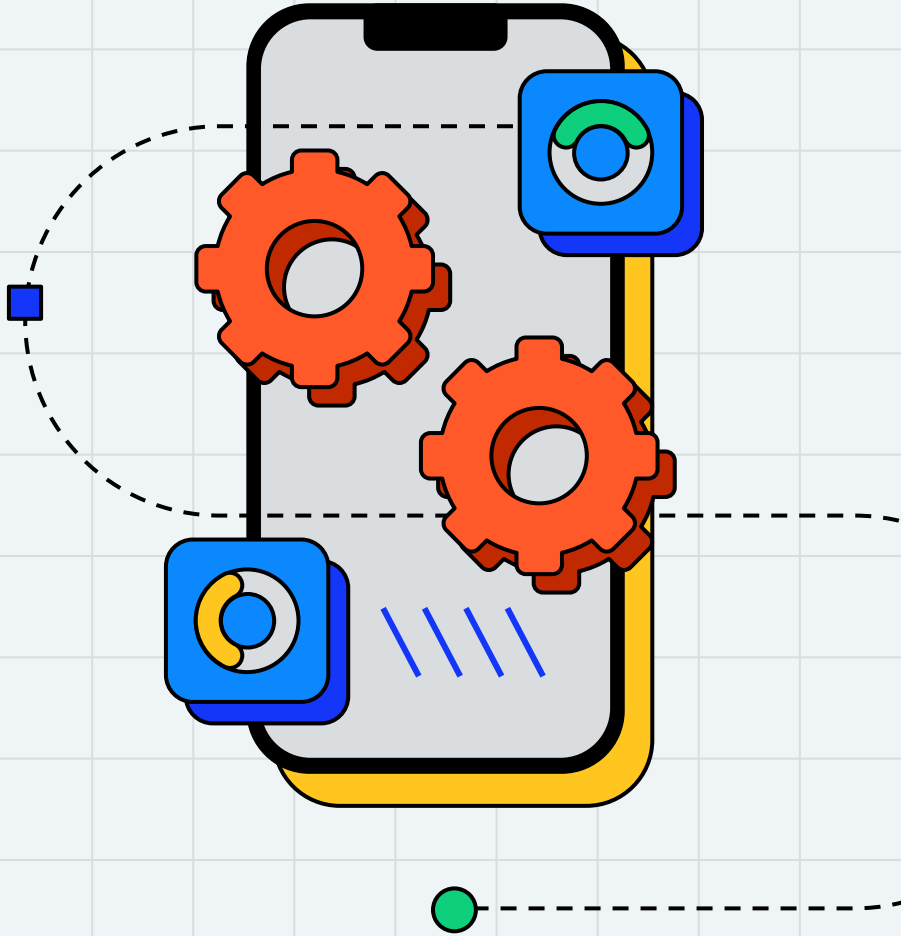
June 05	June 12	June 19	June 26	July 03	July 31	Aug 07	Aug 07
TEAM FORMATION	**TEAM INTRODUCTION**	**PROJECT PROPOSAL**	**PROJECT PROTOTYPE**	**CODE DESIGN**	**PROJECT DEMO**	**FINAL APPLICATION**	**SURVEY**
2 points	2 points	2 points	2 points	4 points	2 points	4 points	2 points

- If you don't incorporate feedback from a previous assignment into the next one, you will receive a 0 on that assignment.
- Your project grade depends on your contribution to the project!

IMPORTANT

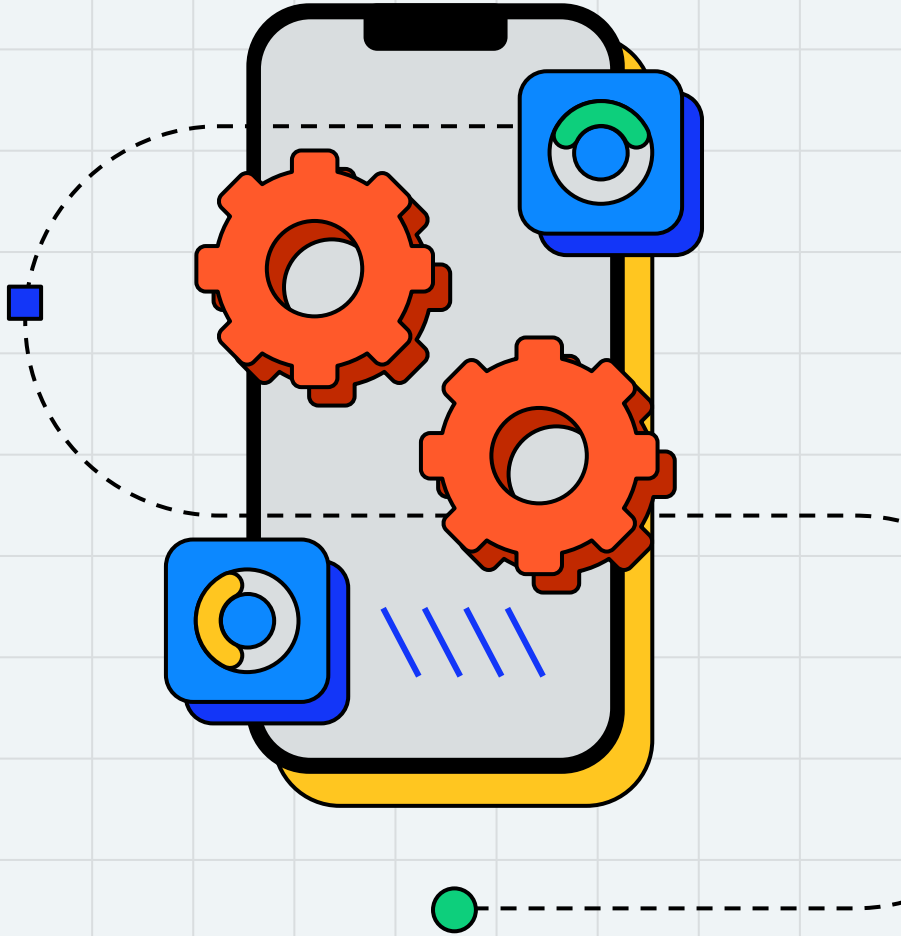
You are expected to have a **solid understanding** of the following topics

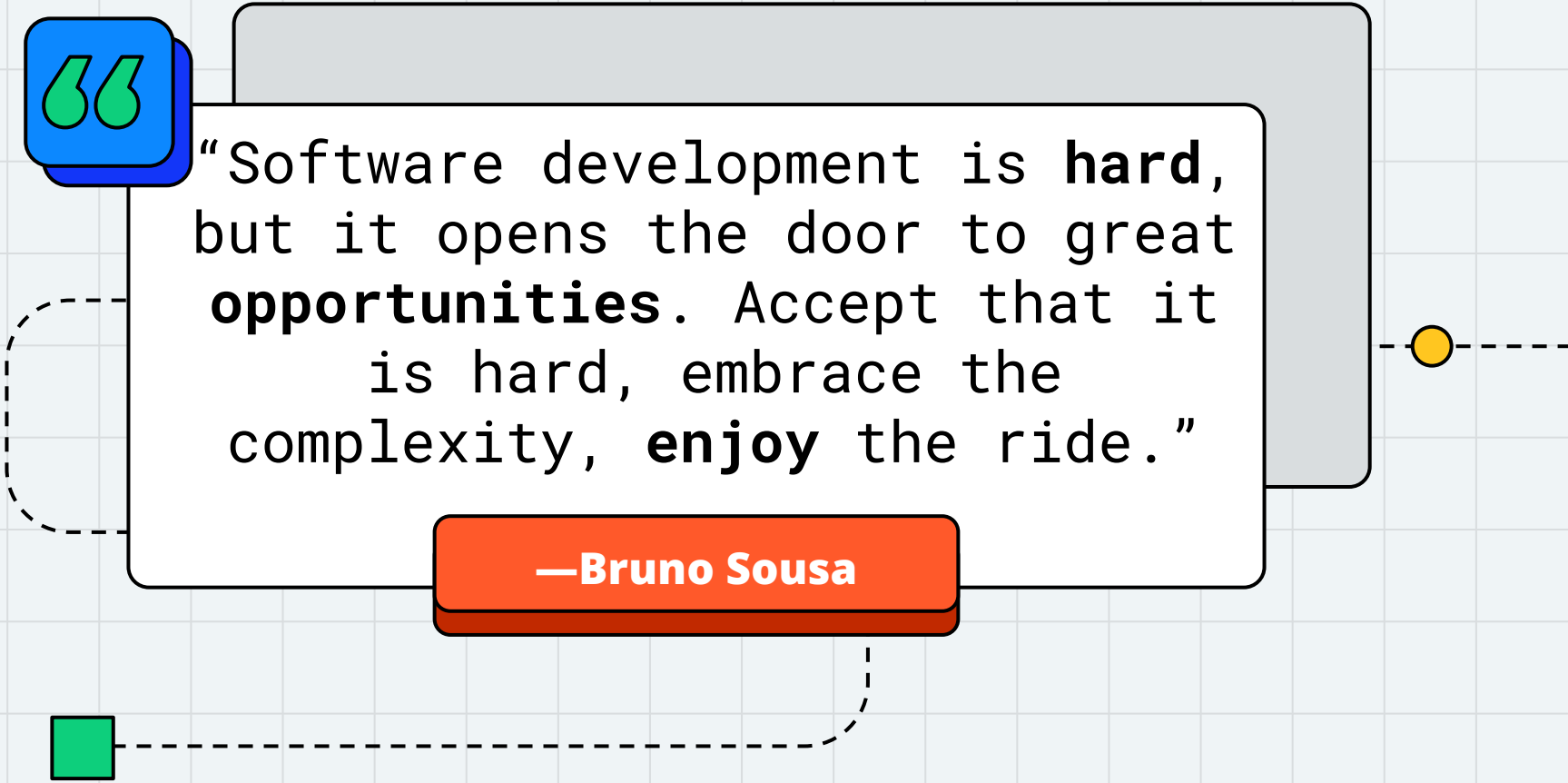
- Variables
- Functions
- Conditionals
- Iterations
- Arrays



IMPORTANT

The slides are used to guide the flow of the class, and are **not meant to be the only reference** for completing the labs and quizzes, studying for the exams, or finishing the project!




“Software development is **hard**, but it opens the door to great **opportunities**. Accept that it is hard, embrace the complexity, **enjoy** the ride.”
—Bruno Sousa

RESOURCES

At UTSA we are committed to providing you with the support and resources necessary to help you succeed in your academic journey. Here are some available resources that you can utilize:

Computing Resources

- Virtual desktop machines VDIs (available remotely!) - details on Canvas
- Computers & Internet available in JPL and CS Main Lab (NPB 2.118)

Tutoring Resources

- UTSA CS Tutoring on Slack and in the CS Main Lab

Library Resources

- Textbooks are available (for all UTSA courses!) for short loans through the John Peace Library (UTSA JPL) - print and ebook format.

Remember, these resources are designed to support and empower you. Do not hesitate to reach out and take advantage of the opportunities available. **We are here to help you thrive and achieve your goals.**

THANK YOU!

DO YOU HAVE ANY QUESTIONS?

hend.alkittawi@utsa.edu

By Appointment

Online