CSC 420 / HCI 520: Graphical User Interfaces
Fall 2024

Place and Time: TR 12:45 p.m. – 2:05 p.m.; Tuesdays sync online; Thursdays in Shineman 444

Instructor: Alex Pantaleev

Office: Shineman 441

Office / Lab Hour: R 11:10 a.m. – 12:10 p.m.; by appointment

Email: alex@cs.oswego.edu

Course Webpage: http://cs.oswego.edu/~alex/teaching/csc420/

Short Description: Basic mechanisms and implementation techniques for GUIs; Java Swing; Best practices for interfaces

Objectives: Upon the successful completion of the course, the student will be familiar with: the essential models, designs, and architectures of graphical user interfaces; interface toolkit systems; application interface design and development.

Textbooks: There is no required textbook. Recommended books are *Java Swing* by Elliott et al. (ISBN0596004087), *Designing Interfaces: Patterns for Effective Interaction Design* by Tidwell (ISBN0596008031), and *Rocket Surgery Made Easy* by Krug (ISBN0321657292)

Homeworks / Labs: There will be a total of five programming assignments. The source code of the working assignments must be submitted to the respective Brightspace dropbox.

Grading Policy:

- Swing homeworks 50 (5 * 10)
- Project requirements specification document 5
- Project, first iteration (plus demo) 15
- Project, second iteration (plus demo) 15
- Individual presentation / GUI critique 10
- Peer reviews 5

There is no curve. The grading scale is:

93 and up	A
90 to 92.99	A-
87 to 89.99	B+
83 to 86.99	B
80 to 82.99	B-
77 to 79.99	C+
73 to 76.99	C
70 to 72.99	C-
67 to 69.99	D+

63 to 66.99	D
60 to 62.99	D-
Below 60	E

Policies:

- Class sessions on Tuesdays will be held in a synchronous online fashion. Class sessions on Thursdays will be held in person.
- The *prerequisites* for this class are a sound background in programming, as evidenced by having passed CSC241 or a similar course with a high grade. If you do not have the prerequisites fulfilled, it is recommended that you drop CSC420.
- Course assignments are to be electronically submitted.
- Assignments electronically submitted after 11:59pm of the due date will be considered late. It is possible to submit an assignment late by no more than a week with a 50% penalty.
- All textual assignments have to be submitted in an open format. Examples of open formats are plain text, odt, and pdf . Microsoft's doc, docx, and the like are not acceptable.
- Projects and assignments that do not compile, that crash, or that produce garbage output will receive no credit.
- It is your responsibility to find out when the CS labs are open.
- *It is your responsibility to check the course webpage and your email accounts regularly.*
- Do not distract your peers: turn off your cell phone / laptop sounds and other distractions before class.
- If you have a disabling condition that may interfere with your ability to successfully complete this course, please contact the Disability Support Services Office at (315) 312-3358 or DSS@oswego.edu .
- Generative AI use is permitted strictly as a helper tool, for code completion and the like. Do not use it as an English-to-code translator. For details, see below.
- Academic Misconduct Policy: Students must work individually on all assignments and projects, and must only submit their own work for evaluation. If assistance is necessary, the instructor can be contacted during office hours, by electronic mail or by making an appointment. Plagiarism, cheating, and the like will result in a failing grade for the course or, at the discretion of the instructor, in disciplinary action through the respective SUNY Oswego office. If a student cannot explain how or why he / she wrote a piece of code to the instructor’s satisfaction or cannot recreate it without help, that piece of code is not considered the student’s work.