



Peruvian Computing Society (SPC)
School of Computer Science
Syllabus 2022-I

1. COURSE

CS403. Final Project II (Mandatory)

2. GENERAL INFORMATION

2.1 Credits	:	3
2.2 Theory Hours	:	2 (Weekly)
2.3 Practice Hours	:	-
2.4 Duration of the period	:	16 weeks
2.5 Type of course	:	Mandatory
2.6 Modality	:	Face to face
2.7 Prerequisites	:	CS402. Capstone Project I. (8 th Sem)

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

This course aims at the student to conclude his thesis project.

5. GOALS

- That the student is in the capacity to formally present his thesis project with the theoretical framework and complete bibliographic survey.
- That the student master the state of the art of his area of research.
- The deliverables of this course are:

Avance parcial: Thesis plan progress including motivation and context, problem definition, objectives, schedule of activities up to the final thesis project and the state of the art of the topic addressed.

Final: Complete thesis plan and advancement of Thesis including theoretical framework chapters, related works and preliminary (formal or statistical) results oriented to your thesis topic.

6. COMPETENCES

- a) An ability to apply knowledge of mathematics, science. (**Usage**)
- b) An ability to design and conduct experiments, as well as to analyze and interpret data. (**Usage**)
- c) An ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability. (**Usage**)
- d) An ability to function on multidisciplinary teams. (**Usage**)
- e) Understand correctly the professional, ethical, legal, security and social implications of the profession. (**Usage**)
- f) An ability to communicate effectively. (**Usage**)
- h) A recognition of the need for, and an ability to engage in life-long learning. (**Usage**)
- i) An ability to use the techniques, skills, and modern computing tools necessary for computing practice. (**Usage**)
- k) Apply the principles of development and design in the construction of software systems of variable complexity. (**Usage**)
- l) Develop principles research in the area of computing with levels of international competitiveness. (**Usage**)

p) Improve the conditions of society by putting technology at the service of the human being. (**Assessment**)

7. SPECIFIC COMPETENCES

a29) Demonstrate math and computer skills in an integrated final project

b18) Define requirements in an integrated fine project.

c11) Design and implement integrated software.

d1) Collaborative software development using code repositories and version management (e.g., Git, Bitbucket, SVN)

d5) Develop software that is ready to be integrated with other components or pieces of software

e1) Demonstrate a proper understanding of the ethical implications of the software you build.

e2) Demonstrate a proper understanding of the safety implications of the software you build.

e9) Promote an ethic that founds the professional skills that are formed during the career.

f1) Clearly transmit technical proposals to audiences in other areas.

f2) Transmit technical proposals in the area of computing in English.

f3) Transmit technical proposals in English to audiences in other areas.

g1) Develop solutions that solve an existing problem in our society.

g2) Design efficient software solutions based on a correct understanding of the architecture of a computer or a group of them.

h1) Develop research projects with levels of complexity appropriate for undergraduate study.

h2) Demonstrate the ability to learn to learn autonomously.

i2) Use programming languages and environments that allow the implementation and debugging of solutions.

k10) Demonstrate mastery of the principles of quality software development in an integrated project

l1) Demonstrate that you have developed research according to an undergraduate level.

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8. TOPICS

Unit 1: Thesis project (30)	
Competences Expected: a,b,c,e,f,h,i,l	
Topics	Learning Outcomes
<ul style="list-style-type: none"> Thesis project. 	<ul style="list-style-type: none"> Description of the format used by the University for the thesis[Assessment] Conclude the thesis project plan[Assessment] Present the state of the art thesis topic(50%)[Assessment]
Readings : [IEE08], [Ass08], [Cit08]	

Unit 2: Thesis progress (30)	
Competences Expected: a,b,c,e,f,h,i,l	
Topics	Learning Outcomes
<ul style="list-style-type: none"> • Thesis Progress. 	<ul style="list-style-type: none"> • Description of the format used by the University for the thesis[Assessment] • Conclude the chapter of the theoretical framework of the Thesis[Assessment] • Complete the chapter on related works(35%)[Assessment] • Plan, develop and present results (formal or statistical) of experiments oriented to your thesis topic (35%)[Assessment]
Readings : [IEE08], [Ass08], [Cit08]	

9. WORKPLAN

9.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

9.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

9.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

10. EVALUATION SYSTEM

***** EVALUATION MISSING *****

11. BASIC BIBLIOGRAPHY

- [Ass08] Association for Computing Machinery. *Digital Library*. <http://portal.acm.org/dl.cfm>. Association for Computing Machinery, 2008.
- [Cit08] CiteSeer.IST. *Scientific Literature Digital Library*. <http://citeseer.ist.psu.edu>. College of Information Sciences and Technology, Penn State University, 2008.
- [IEE08] IEEE-Computer Society. *Digital Library*. <http://www.computer.org/publications/dlib>. IEEE-Computer Society, 2008.