



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

1. COURSE

CS404. Final Project III (Mandatory)

2. GENERAL INFORMATION

2.1 Credits	: 6
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	: CS403. Final Project II. (9 th Sem)

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

This course aims to enable students to complete properly their draft of thesis.

5. GOALS

- That the student completes this course with his thesis elaborated in sufficient quality as for an immediate support.
- That the student formally present the draft dissertation before the authorities of the faculty
- The deliverables of this course are:

Parcial: Advancement of the thesis project including in the document: introduction, theoretical framework, state of the art, proposal, analysis and / or experiments and solid bibliography.

Final: Full thesis document and ready to support in a period of no more than fifteen days.

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: Escritura del Borrador del trabajo de final de carrera (tesis) (60)	
Competences Expected: h,g,e,f,i,l	
Topics	Learning Outcomes
<ul style="list-style-type: none"> • Writing and correction of the work of end of career 	<ul style="list-style-type: none"> • Experimental part completed (if appropriate to the project) [Assessment] • Verify that the document complies with the thesis format of the course [Assessment] • Delivery of the completed thesis draft and considered ready for public support (approval requirement)[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 Libray*. <http://portal.acm.org/dl.cfm>. Association for Computing Machinery, 2008.
- [Cit08] CiteSeer.IST. *Scientific Literature Digital Libray*. <http://citeseer.ist.psu.edu>. College of Information Sciences and Technology, Penn State University, 2008.
- [IEE08] IEEE-Computer Society. *Digital Libray*. <http://www.computer.org/publications/dlib>. IEEE-Computer Society, 2008.