Spring 2014 – Course Syllabus

COURSE NUMBER:       CSC340
COURSE TITLE:         SOFTWARE ENGINEERING
CREDITS:              3

PREREQUISITES: Grade of C or better in CSC130, CSC230, and CSC330. The student is expected to have good object-oriented programming language skills in C++ or Java and be able to learn on his own any new computer skills needed to implement the course project in Java.

INSTRUCTOR INFORMATION: Dr. Nancy Green; office: 159 Petty Building; phone: (336) 256-1133; office hours: posted by office door and by appointment; email: nlgreen@uncg.edu.

CATALOG DESCRIPTION: Practical and theoretical concepts of software engineering.

DESCRIPTION: This is an introduction to software engineering, the engineering discipline concerned with finding and applying solutions to problems encountered in delivering high quality, large-scale, real-world software systems in a timely and cost-effective manner.

STUDENT LEARNING OUTCOMES: Upon completion of the course students should be able to
1. Demonstrate knowledge of principles and terminology of the field of Software Engineering.
2. Demonstrate knowledge of object-oriented modeling techniques (UML).
3. Apply knowledge in 1-2 to the requirements, analysis, design, implementation, and testing of a software system in a team project; and present project deliverables in written form.
4. Demonstrate knowledge of software teams
5. Demonstrate knowledge of software evaluation.

GRADING: Students are expected to attend class, to participate in class activities, and to read assigned readings. Students will be assigned a course project involving programming, written deliverables, and in-class presentations. The course grade will be based on
- Test 1 (25%)
- Test 2 (25%)
- Project (40% total): Requirements (written) 10%, Analysis/Design (written) 10%, GUI Implementation (10%), Final Implementation (10%)
- Quizzes and in-class participation (10%)

POLICIES:
- Attendance: is expected and will be checked during the semester. If you miss more than 6 classes for any reason (including excused absences) you may be dropped from the course without warning. If you are absent, whether it is excused or not, you still need to follow the policies on Late Work and Missed Exams below.
- Textbook: It is your responsibility to have sufficient access to the required textbook. Lecture notes and slides posted on Blackboard are not sufficient.
- Disruptive Behavior: If you engage in non-course-related or disruptive activities (such as excessive non-course-related conversation, reading/sending email or text messages, doing work for another class) you may be asked to leave the room and counted as absent; persistent
behavior of this type may result in your being dropped from the course (see the UNCG Disruptive Behavior Policy).

- **Late work** will not normally be given credit. (Make arrangements with the instructor to turn work in early if you know you will be absent on a due date.)
- **Missed exams** cannot be made up without permission of the instructor at a time to be determined by the instructor.
- **Academic Integrity**: All work (including assignments and tests) is subject to the UNCG Academic Integrity Policy. When you submit your work and exams, you are implicitly agreeing to this policy. Academic dishonesty includes submitting for credit any software that you (or your team, in case of a team project) did not write yourself/yourselves.
- **Disabilities**: If you have disability-related requirements, please inform us as soon as possible.
- **Copies of student work** (with student’s identifying information removed) may be kept and used for curriculum assessment and in accreditation studies.
- **Commercial services**: Selling class notes and other class materials for commercial gain is a violation of the University’s Copyright Policy and of the Student Code of Conduct. Sharing notes for studying purposes, or borrowing notes to make up for absences, without commercial gain, are not violations.
- **Emergency university closure**: Closure of university facilities in response to emergencies (flu outbreak, weather, etc.) does not mean that this class is halted; check Blackboard for announcements about how the class will proceed in the event of such an emergency.

REQUIRED TEXTBOOK: Timothy Lethbridge and Robert Laganiere. Object-Oriented Software Engineering: Practical Software Development Using UML and Java, 2nd Edition. The UNCG bookstore has the American edition, which is a notebook-sized paperback. Other stores may carry the European edition, which is smaller in size. If you purchase the textbook from one of those stores, be sure to get the 2nd edition!

SUPPLEMENTARY TEXTBOOKS (freely available, helpful excerpts posted on Blackboard):

BLACKBOARD: Assignments, readings, lecture notes, calendar, etc. will be posted on Blackboard. It is the student’s responsibility to check Blackboard for updates and to read assigned readings on Blackboard.

TOPICS (chapters refer to textbook; see Blackboard for other assigned readings on these topics):
- Introduction to Software Engineering (ch. 1)
- Review of Object-Oriented Programming (ch. 2)
- Teamwork
- Requirements (ch. 4)
- Class Modeling (ch. 5)
- User Interface Design and Implementation (ch. 7)
- Interaction Modeling (ch. 8)
- Software Design (ch. 9)
- Testing (ch. 10)
- Software Development Process Models (ch.11)