University of Lethbridge
Department of Mathematics and Computer Science

Computer Science 3720 – Introduction to Software Engineering
Course Outline – Spring 2009

LECTURES: TR 13:40 – 14:55 **ROOM:** E 575

INSTRUCTOR: Robert Benkoczi (office D520, `robert.benkoczi@uleth.ca`)

TEXT: *Object-Oriented Software Engineering*
by Bruegge and Dutoit, 2nd Ed.

GRADING SCHEME:

Project	30%
Assignments (4)	20%
Class presentation	5%
Final exam	45%

GRADE DISTRIBUTION: This information is provided as a guideline only and may be revised in this offering.

	A+	A	A-	B+	B	B-	C+	C	C-	D+	D	F
Minimum %	95	90	86	82	78	74	70	66	62	58	50	0

TOPICS:

In this course you will learn software engineering principles and techniques for specifying, implementing, and verifying the implementation of a nontrivial software system.

1) Software processes.
2) Some notions of modelling with UML.
3) Requirements elicitation.
4) Design techniques.
5) Implementation and testing.
6) Delivery, maintenance, documentation.

NOTES:

- The project requires working in small teams. The mark for the project is assigned equally to all members of your team EXCEPT under special circumstances as determined by your instructor. This mark is based on documentation that you will deliver, demos, one final project presentation, and the software.

- For the class presentation, you will present and discuss one paper from a given list of papers, or a paper of your liking with permission from your instructor.

- Project reports and assignments are handed in during class. Late submissions receive a penalty of 10% per day. Work submitted later than one week is not accepted.

- Missed project reports, exam, and assignments receive 0 points.

- Extra help is available from your instructor during office hours, or by appointment. Office hours are posted on the instructor's web page at

  `http://www.cs.uleth.ca/~benkoczi/`

- Communicating with your course instructor by e-mail: please include "cpsc3270" in the subject line when sending me e-mail. I will read all your messages but I will reply only if needed.

- Requests for remarking assignments are accepted only in writing. A form is provided on the course web page for this purpose. Please follow the instructions on the course web page. Note that if your test is remarked, your grade may go up, down, or remain unchanged.

- Working for this course project, like working for any larger software project, can be frustrating at times. Please be considerate to your classmates and remember that the project lasts one semester but you remain colleagues until you graduate. You are encouraged to resolve your differences in a courteous manner. If this fails, please talk to your instructor. Abusive behaviour is not tolerated.

- Plagiarism can lead to severe penalties – consult the calendar.