

Wright State University

## CORE Scholar

---

Computer Science & Engineering Syllabi

College of Engineering & Computer Science

---

Fall 2007

### CEG 460/660: Introduction to Software Computer Engineering

Robert J. Weber

*Wright State University - Main Campus*

Follow this and additional works at: [https://corescholar.libraries.wright.edu/cecs\\_syllabi](https://corescholar.libraries.wright.edu/cecs_syllabi)



Part of the [Computer Engineering Commons](#), and the [Computer Sciences Commons](#)

---

#### Repository Citation

Weber, R. J. (2007). CEG 460/660: Introduction to Software Computer Engineering. .  
[https://corescholar.libraries.wright.edu/cecs\\_syllabi/77](https://corescholar.libraries.wright.edu/cecs_syllabi/77)

This Syllabus is brought to you for free and open access by the College of Engineering & Computer Science at CORE Scholar. It has been accepted for inclusion in Computer Science & Engineering Syllabi by an authorized administrator of CORE Scholar. For more information, please contact [library-corescholar@wright.edu](mailto:library-corescholar@wright.edu).

# CEG460 / CEG 660 Introduction to Software Engineering

Fall Quarter 2007

Wright State University

## Course Description

This course is concerned with the techniques of designing and constructing large programs. Some of the required basic concepts necessarily have to be developed using small programs as examples. To this extent, we also study programming-in-the-small. The overall objectives are to present an overview of issues in the development of software, to discuss terminology, to illustrate via example case studies, and to give sufficiently detailed advice on how to develop quality software. Hands-on experience is emphasized through the use of homework and a class project.

## Professor

Dr. Robert J. Weber

Office: 160 Russ Engineering Center (in the student lounge area)

Office Hours: By Appointment.

Office Phone: 937-255-7777 ext 3260

Email: robert.weber@wright.edu

Course Website: on WebCT

## Text

Bernd Bruegge and Allen H. Dutoit, *Object-Oriented Software Engineering: Using UML, Patterns, and Java, 2<sup>nd</sup> Edition*, Prentice Hall, 2004.

## Prerequisites

CS400 or CS600

## Grading Policies

### Grades will be weighted as follows:

Homework	15%
Project	25%
Midterm	30%
<u>Final Exam</u>	<u>30%</u>
Total	100%

\* Grades may be further curved at instructor discretion, to include adding quizzes

### Course grades will be assigned based on total weighted percentage scores as follows:

A:	92-100,
B:	84-91
C:	75-83
D:	65-74
F:	below 65

\* Grades may be further curved at instructor discretion

- Homework is individual student work – you should not work with others on these assignments. Homework that has obviously been copied will be given a grade of zero. Ten percent (per day) will be deducted for unexcused late homework. No credit will be given for homework turned-in after solutions are presented.
- The project will be accomplished in teams of three or more (depending on class size). You may request your partner(s), but the instructor makes final team assignments. More detail on the project will be handed out later.

# CEG460 / CEG 660 Introduction to Software Engineering

Fall Quarter 2007

Wright State University

## Schedule

Week	Day	Date	Topic	Text / Readings	HW Due	Project
1	Tue	4 Sep 07	Introduction / Project	Chapters 1-2		Project Description
	Thu	6 Sep 07	Project Comm. / Management SWE Ethics	Chapters 3 and 14		
2	Tue	11 Sep 07	Software Life Cycles	Chapter 15		Team Assignments
	Thu	13 Sep 07	Requirements Elicitation	Chapter 4	1	
3	Tue	18 Sep 07	Requirements Analysis	Chapter 5, Yahtzee		Project Est.
	Thu	20 Sep 07	Requirements Analysis	<u>Chapter 5, Part II</u>	2	
4	Tue	25 Sep 07	Configuration Management	Chapter 13		Use Cases
	Thu	27 Sep 07	Midterm Review	Midterm Review	3	
5	Tue	2 Oct 07	<b>Midterm Examination</b> (In-class)	Chapters 1-5, 13 - 15		Specification
	Thu	4 Oct 07	System Design: Decomposition	Chapter 6		
6	Tue	9 Oct 07	System Design: Design Goals & Interfaces	Chapter 7, 8 - 9		
	Thu	11 Oct 07	Implementation: Mapping Models to Code	Chapter 10		
7	Tue	16 Oct 07	Object Design: Patterns	Chapter 8.4		
	Thu	18 Oct 07	Design Summary		4	
8	Tue	23 Oct 07	Testing	Chapter 11		Design
	Thu	25 Oct 07	Testing	Chapter 11		
9	Tue	30 Oct 07	Maintenance	Maintenance Slides		Implementation
	Thu	1 Nov 07	Methodologies	Chapter 16	5	
10	Tue	6 Nov 07	Structured Analysis & Design	SASD Slides		Test Cases
	Thu	8 Nov 07	Presentation and Demo	None		Presentation
11	Tue	13 Nov 07	Study Day (No Class)			
	Thu	15 Nov 07	<b>Final Examination</b> ( 8:00 - 10:00 pm )	Comprehensive		