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Fall 2012

CEG 4110/6110-01: Introduction to Software Computer Engineering

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CEG 4110/6110

Introduction to Software Engineering

Fall Semester, 2012, CSE Dept.

Instructor:

~~Professor Nikolaos Bourbakis, PhD~~

Office: 477 Joshi Engineering Center

Office Hours: T-R 12:00-1:00 or by appointment.

Office Phone: 775-5015

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Class Hours: T R 6:30– 7:50 P.M., Biological Science, Room 103.

Textbook: Object-Oriented Software Engineering, S.R. Schach, McGraw Hill, c 2008

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 and present a way of communication via UML. Hands-on experience is emphasized through the use of homework and a class project.

Project emphasis is on team-work

- Participate in collaborative design
- Work as a member of a project team
- If your team falls apart, grades will suffer
- Create and follow a project and test plan
- Create the full range of documents associated with a software product
- Complete a project on time

Project Preliminaries

- Turn in next Tuesday (Sept 6th):
- 5 names
- Language of choice (can change later)
- Should be OO: Java, C++, etc.
- Must run at WSU (e.g. Unix or PC)

Objectives of the Class

- Appreciate Software Engineering:
- Build complex software systems in the context of frequent change
- Understand how to produce high quality software within time limits, while dealing with complexity and change
- Acquire managerial knowledge
- Understand the Software Lifecycle
- Process vs. Product

- Learn about different software lifecycles
- Acquire technical knowledge (main emphasis)

Tentative Schedule

Introduction	Ch 1
Software Lifecycles	Ch 2, Ch 3
Requirements	Ch 10
Ethics, Project	Ch 1 (1.11)
UML, Analysis	Ch 15, Ch 11
Object Design	Ch 12
Catch up; review	Ch 10-12, 13
Implementation	Ch 13 (13.1-13.4)
Testing	Ch 6, Ch 13 (13.6-13.11)
Structured Analysis	/Design Handouts
Maintenance	Ch 14
Design Patterns	Ch 14, Ch 8,
In class midterms	1st Oct , and 2nd Nov 2012

Beginning of the WORKSHOP Project

Final

Grading

Grading will be as follows:

Homework 10 (1major homework)

Project 40 workshop style

Midterms 20

Final Exam 30 Presentation + Written Report

*Course grades will be based on the total score as follows. A: 90-100, B: 80-89, C: 70-79, D: 60-69, F: below 60. Grades may be further curved if appropriate.