Spring 2005

CEG 760-01: Advanced Software Computer Engineering

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Course Description

This course covers advanced topics in software engineering. Aspects of problem specification, design, verification, and evaluation are discussed. We will focus on design methods, including software patterns and software architecture, plus some advanced topics involving formal methods of software specification or evaluation using software metrics. Students will participate in team projects to apply the methods discussed.

Professor

Dr. Thomas C. Hartrum
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Class Hours: M W 4:10 - 5:25, Rike, Room 168.

Text

Additional papers will be handed out as appropriate.

Prerequisites

CEG 660

Grading

Grading will be as follows:
Projects 30
Midterm 35
Final Exam 35
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.
The projects will be worked in teams of two or three. You may pick your partner(s) or I will pick them. More detail on the projects will be provided later.

Tentative Schedule Spring 2005

Week  Topic Text
1 (3/28, 3/30) Introduction, OO Review Handouts
2 (4/4, 4/6) Patterns Ch 1 (esp. 1.6 pp. 11-28), Ch 2 (scan)
3 (4/11, 4/13) Patterns Ch 3 (selected pages)
4 (4/18, 4/20) Patterns Ch 4 (selected pages)
5 (4/25, 4/27) Patterns Ch 5 (selected pages)
6 (5/2, 5/4) Patterns, midterm (5/4) Handouts
7 (5/9, 5/11) Architecture Handouts
8 (5/16, 5/18) Formal Methods Handouts
10 (HOL, 6/1) Formal Methods Handouts
Final Exam (6/6) Monday 8:00 - 10:00 PM All

NOTE: There will be no early final exam – plan your travel accordingly. In case of a legitimate conflict, a makeup final can be arranged.