SYLLABUS

I.   Title: CSC324/ISS324 Software Engineering

II.   Time and Place: Fall, 2014,
                       MWF 2:45-3:55 p.m. RS236;
                       Final software project presentations: Friday, Dec 19th, 1:30-4:00 p.m.

III.   Credit: Four units

IV.   Instructor: Jeff McKinstry, Ph.D., Professor of Computer Science

V.   Office Hours: Rohr Science 216; phone: (619) 849-2269; email: JeffMcKinstry@pointloma.edu

Monday	8:30 – 9:20 a.m., 1:30-2:20 p.m.
Tuesday	9:30 – 10:50 a.m.
Wednesday	8:30 – 9:20 a.m., 1:30-2:20 p.m.
Thursday	9:30 – 10:50 a.m.
Friday	8:30 – 9:20 a.m., 1:30-2:20 p.m.

VI.   Text and electronic resources:
Required text: Astels D, Miller G, Novak M (2002). A Practical Guide to eXtreme Programming. Upper Saddle River, NJ: Prentice Hall PTR.
Optional text: Bernd Bruegge and Allen Dutoit. Object-Oriented Software Engineering Using UML, Patterns, and Java 3rd Edition, Pearson, Prentice Hall, New Jersey, 2010.
Slides: \\Happy\templates\Math and Computer Science\Software Engineering

VII.   Objectives of the course: This course teaches agile software development processes. Software analysis and design study emphasizes an object-oriented approach. CASE tools (Rational Rose) are used during the design process. Students will gain experience working as a team to design a large software system.

VIII. Learning Outcomes:
             Students will be able to write correct and robust software.
             Students will communicate effectively orally and in writing.

IX.   Course Organization: The Course Schedule provides an outline with dates for some of the important activities of the course. Class time will be used for:

1.   Introduction of material in the text to be assigned.
2.   Discussion of assigned material in the text.
3.   In class exercises.
4.   Software development team meetings.
5.   Administering weekly quizzes on Fridays.

X.   Late Assignments: Late assignments will be worth 70% if turned in after the class period in which they are due, and are not accepted if late by more than 7 days.

XI.   <u>Student Evaluation</u>:

    Weekly quizzes (See schedule for dates)   15%
    Team project, release 1:   15%
    Team project, release 2:   15%
    Team project, release 3:   15%
    Team project, release 4:   15%
    Team project final presentation   15%
    Team evaluation   10%

Grades will be determined as follows:

93-100%	A
90-92%	A-
87-89%	B+
83-86%	B
80-82%	B-
77-79%	C+
73-76%	C
70-72%	C-
67-69%	D+
63-66%	D
60-62%	D-
0-59%	F

XII.   Course Schedule (subject to change).

Date	Monday	Wednesday	Friday
Sept 1	Labor day	Overview **Hmwk: read ch 1 for next time.**	Ch 1 discussion **Hmwk: read ch 2.**
Sept 8	Ch 2 discussion **Hmwk: read ch 3 & ch 4**	Ch 3 & 4 discussion **Hmwk: read ch 5**	Ch 5discussion **Quiz Ch 1-5 Hmwk: read ch 6 & ch 7**
Sept 15	Ch 6&7 discussion **Hmwk: read ch 8 & ch 9**	Ch 8&9 discussion **Hmwk: read ch 10 & ch 11**	Ch 10&11 discussion **Quiz Ch 6-11 Hmwk: read ch 12**
Sept. 22	Ch 12 discussion **Hmwk: read ch 13**	Ch 13 discussion **Hmwk: read ch 14**	**Guest Speaker: Ryan Kessler, Senior Manager, IT, Qualcomm**
Sept. 29	Ch 14 & Design patterns activity	**Design patterns activity Hmwk: read ch 15 & ch 16**	Ch 15 & 16 discussion **Quiz Ch 12-16 Hmwk: read ch 17 & ch 18**
Oct. 6	Ch 17&18 discussion	Team organization meetings	Requirements elicitation
Oct. 13	In class status presentation and team meetings	In class status presentation and team meetings	In class status presentation and team meetings. **Weekly build demo.**
Oct. 20	In class status presentation and team meetings	In class status presentation and team meetings	**Fall Break**
Oct. 27	In class status presentation and team meetings	In class status presentation and team meetings	In class status presentation and team meetings. **Weekly build demo. Deliver release 1**
Nov. 3	In class status presentation and team meetings	In class status presentation and team meetings	In class status presentation and team meetings. **Weekly build demo.**
Nov. 10	In class status presentation and team meetings	In class status presentation and team meetings	In class status presentation and team meetings. **Weekly build demo. Deliver release 2**
Nov. 17	In class status presentation and team meetings	In class status presentation and team meetings	In class status presentation and team meetings. **Weekly build demo.**
Nov. 24	In class status presentation and team meetings	**Thanksgiving**	**Thanksgiving**
Dec. 1	In class status presentation and team meetings	In class status presentation and team meetings	In class status presentation and team meetings. **Weekly build demo. Deliver release 3.**
Dec. 8	In class status presentation and team meetings	In class status presentation and team meetings	In class status presentation and team meetings. **Weekly build demo.**
Dec. 15			**Final project class presentations & demo. Deliver release 4.**