SYLLABUS

I. Title: CSC324/ISS324 Software Engineering

II. Time and Place: Fall, 2012,
MWF 2:45-3:50 p.m. T310;
Take-home exams due: Monday, Dec 10th, 1:00-3:00 p.m.
(slip under my office door if you turn it in early. Do not put the exams in my box).

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 – 9:45 a.m. and 11:00 – noon
Tuesday	9:30 – 10:50 a.m.
Wednesday	8:30 – 9:45 a.m. and 11:00 – noon
Thursday	9:30 – 10:50 a.m.
Friday	8:30 – 9:45 a.m. and 11:00 – noon

VI. Text and electronic resources:
Required 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 offers an in-depth treatment of the software development process. Software analysis and design study emphasizes an object-oriented approach that is introduced and contrasted with traditional design methodologies. 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. Discussion of student questions on the test or class material, including exercises attempted.
4. 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.

X. Student Evaluation:

Weekly quizzes (every Friday)	20%
Team project, iteration 1:	30%
Team project, iteration 2:	30%
Take-home final exam	20%

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

XI. Course Schedule (subject to change).

Week 1, Aug. 27: Chapter 1: Introduction to Software Engineering
Week 2, Sept 3: Chapter 2: Modeling with UML (**Labor day Monday)**
Week 3, Sept. 10: Chapter 3: Project Organization and Communication
Week 4, Sept. 17: Chapter 4: Requirements Elicitation
Week 5, Sept. 24: Chapter 5: Analysis
Week 6, Oct. 1: Chapter 5: Analysis
Week 7, Oct. 8: Chapter 6: System Design: Decomposing the System
Week 8, Oct 15: Chapter 7: System Design: Addressing Design Goals (**Fall break on Friday**)
Week 9, Oct 22: Chapter 8: Object Design: Addressing Design Goals
Week 10, Oct 29: Chapter 9: Object Design: Specifying Interfaces
Week 11, Nov. 5: Chapter 10: Mapping Models to Code
Week 12, Nov. 12: Chapter 11: Testing
Week 13, Nov. 19: Chapter 13: Configuration Management. (**No class Wednesday and Friday -- Thanksgiving)**
Week 14, Nov. 26: No class, work on projects.
Week 15, Dec. 3: Hand out take-home exam on Monday, Dec. 6th. No class, work on projects and exam.
Take-home final exam due in my office: Monday, Dec 10th, 1:00 p.m.-3:00 p.m.