

Department of Computer Science CS 251 (Software Engineering I) Course Syllabus

Faculty of Computers and Information

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Texts Sommerville, I. (2007). Software engineering. Harlow, England; New York, Addison-Wesley.

Webpage: http://www.cs.st-andrews.ac.uk/~ifs/

Stevens, P. and R. J. Pooley (2006). Using UML: software engineering with objects and

<u>components</u>. Harlow, England, Addison-Wesley. Webpage: http://homepages.inf.ed.ac.uk/perdita/Book/

Ref. Pressman, R. S. (2009). Software engineering: a practitioner's approach. Dubuque, IA, McGraw-

Hill.

Webpage: http://highered.mcgraw-hill.com/sites/0072853182/information_center_view0/

Prerequisite CS111 (it is very recommended that at least one programming course and a course in data structures are

studied).

Objectives Three main objectives are in this course: First, to develop the maturity of the programmer to consider very

important issues related to software than pure programming aspects. Second, to learn the UML as a design language. Third, to be very comfortable design using CASE tool, e.g., the open source StarUML. This

course is the first part of a two-semester course; the second part is SWEII.

Syllabus The course covers the first half (16 chapters) of Sommerville in lecturers; almost at the rate of one chapter

per lecture. The labs will cover the following:

- UML design from Stevens; almost the half of the book.

- Following up the project progression and assigning grades.

- Using the CASE tool, which will be StarUML: http://staruml.sourceforge.net/

Project 1- Groups should be formed in the first week.

2- Projects should be selected (from the offered list) or proposed by the end of second week.

3- Any fudging, copying, or any form of illegal reproduction results in getting a grade of -3 out of 30.

Grading Homeworks and Midterm: 10%, Project: 30%, and Final Exam: 60%.