

Welcome! Are you ready?

☐ A Yes

☐ B No

Tencent meeting ID:

160-550-267

提交

Software Engineering

Department of Software
School of Computer Science

Ning Li (李宁)

Office: Room 324 (Building of CS)
Email: lining@nwpu.edu.cn



Online Teaching Platform



➤ **WeChat Group:** communication for our class



➤ **Tencent meeting:** online class: 160-550-267



➤ **Rain Classroom:** combined with Tencent meeting



➤ **Email: assignment:** 李宁 lining@nwpu.edu.cn,
杨雨晨(TA) 480755534@qq.com



➤ **Cloud storage(Weiyun):** slides & video
<https://share.weiyun.com/aEtJu4rQ> password: se2022

Course Introduction

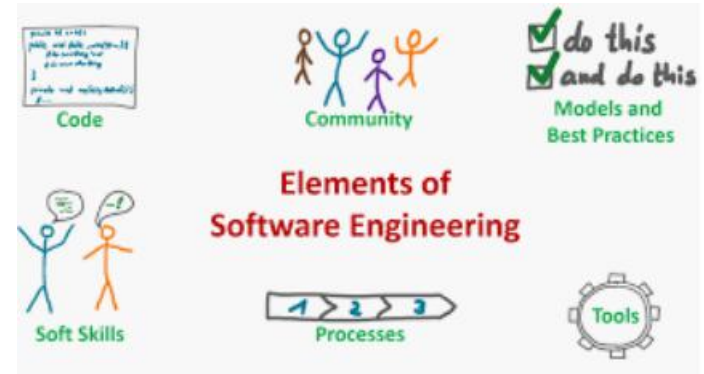
Software Engineering (SE)

➤ Prerequisite Course

Programming Language, Data structure

➤ Class hour: 32

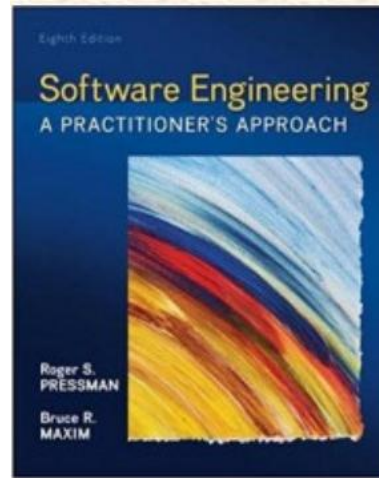
Theoretical lessons : 32 Hour



Bibliographical Book

- Textbook

Software Engineering A Practitioner's Approach (8th Edition)



- Reference

1. Software Engineering Theory and Practice (4th Edition)
2. The mythical man-month,
Frederick P. Brooks (expand)

Evaluation and Grading

- Final exam(70%)
- Assignment(20%)
- Attendance, quiz (10%)

Online resource (English)

- **Video**

- **University of California, Berkeley , CS169 Software Engineering**

https://www.bilibili.com/video/BV1VJ41197Nq?from=search&seid=4609079248305802065&spm_id_from=333.337.0.0

- **CMU, 17-445, Software Engineering for AI-Enable systems**

https://www.bilibili.com/video/BV1qA411n7X5?from=search&seid=9981685048202503917&spm_id_from=333.337.0.0

- **SUSTech, Software Engineering (CS304-2021)**

https://www.bilibili.com/video/BV1g54y187d9/?spm_id_from=333.788.recommend_more_video.4

- **Cornell, Software Engineering**

<http://cs.cornell.edu/courses/cs5150/2018sp/lectures>

Online resource (Chinese)

- MOOC : 中国大学MOOC, 学堂在线等

清华大学 软件工程

https://www.bilibili.com/video/BV1eE411V7Cr?from=search&seid=5876693840749219782&spm_id_from=333.337.0.0



北京大学 软件工程

https://www.bilibili.com/video/BV1i44y1e7uH?from=search&seid=13501260680281725151&spm_id_from=333.337.0.0

东北大学 软件工程

<https://www.icourse163.org/learn/NEU-1001812013?tid=1003271008#/learn/annour>



What is expected from you

- Attendance
- Be active and think critically
- Practice what you have learnt
- Study for tests and exams

Software Engineering



Here We Go!

A graphic featuring the text "Here We Go!" in a bold, black, stylized font. The text is surrounded by several yellow stars of varying sizes, some with black outlines, and yellow lines radiating outwards, creating a sense of motion and excitement.

Have you ever developed any software?

- ☐ A Yes
- ☐ B No
- ☐ C Uncertain

提交

Why to learn this course

Let's watch a welcome video!



What will you learn in this course according to this video?

正常使用主观题需2.0以上版本雨课堂

作答

Why to learn this course

- **As software engineer**
 - How to modeling, design, coding, testing
 - How to communicate with customer
 - How to manage software development
 - How to ensure software quality



- **As researcher**

To know some research questions in SE



Not just to be a software engineer!

Content Overview

Part 0 Introduction

Part1 Process (Manage)

Part2 Modeling

Part3 Quality Management (including testing)

Part 4: Managing Software Projects (Manage)



Content Detail (1)

Part 0 Introduction

Ch1: The Nature of Software *

Ch2: Software Engineering *

Part1 Process

Ch3: Software Process Structure **

Ch4: Process Models ****

Ch5: Agile Development ***

Part2 Modeling

Ch8: Understanding Requirements *

Ch9: Requirements Modeling: Scenario-based ****

Ch10: Requirements Modeling: Class-based ***

Ch11: Requirements Modeling: Behavior, Patterns, and WebApps **

Ch12: Design Concepts **

Ch13: Architectural Design ***

Ch14: Component-Level Design ****

Ch15: User Interface Design ***

Ch15' Writing code (supplement) ***

Content Detail (2)

Part 3 Quality Management

Ch19: Quality Concepts **

Ch21: Software Quality Assurance ***

Ch22: Software Testing Strategies **

Ch23: Testing Conventional Applications ****

Ch24: Testing Object-Oriented Applications ***

Ch29: Software Configuration Management **

Part 4: Managing Software Projects

Ch31: Project Management Concepts **

Ch32: Process and Project Metrics ***

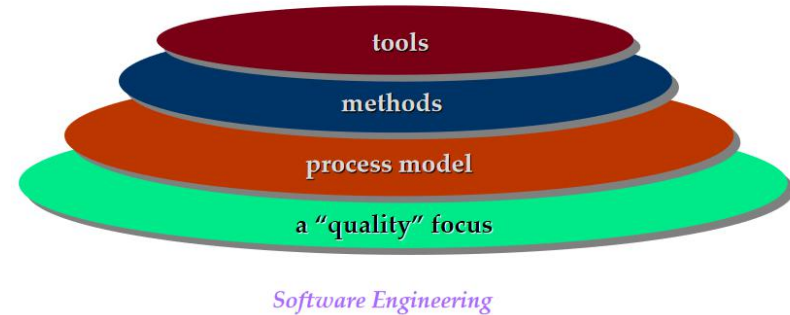
Ch33: Estimation for Software Projects ***

Ch34: Project Scheduling ***

Ch35: Risk Management **

Ch36: Maintenance and Reengineering **

Course Objectives



- Know core **concepts** of SE
- Be able to apply the common software **developing** and **process managing technologies** and **methods** in the software development project
- Be able to use some common software engineering **tools**

Schedule (1)

Week	Day	Date	Chapter	Title	Slides	Hour
1	Monday	2022/1/10	Chapter 1-2	-Introduction 9 Ch1:The Nature of Software 12 Ch2:Software Engineering 16	37	2
1	Wednesday	2022/1/12	Chapter 3-6	-Process Ch3: Software Process Structure 7 Ch4: Process Models 14 Ch5: Agile Development 15 Ch6: Human Aspects of Software Engineering (Reading)15	36+15	2
2	Monday	2022/1/17	Chapter 7-9	-Modeling (Requirements) Ch7: Principles that Guide Practice 25 Ch8: Understanding Requirements 19 Ch9: Requirements Modeling: Scenario-based 18	37	2
2	Wednesday	2022/1/19	Chapter 10-11	-Modeling (Requirements) Ch10:Requirements Modeling: Class-based 10 Ch11:Requirements Modeling: Behavior, Patterns, and WebApps 28	38	2
3	Monday	2022/1/24	Chapter 12	-Modeling (Design) Ch12: Design Concepts 40	40	2
3	Wednesday	2022/1/26	Chapter 13	-Modeling (Design) Ch13: Architectural Design 24	24	2
Winter Holiday?						

Schedule (2)

4	Monday	?	Chapter 14	—Modeling (Design) Ch14: Component-Level Design 36	36	2
4	Wednesday	?	Chapter 15-18	—Modeling (Design) Ch15: User Interface Design 26 Ch16: Pattern-Based Design 28 Ch17: WebApp Design 27 Ch18: MobileApp Design 15 —Implement Writing code (supplement)	26+15	2
5	Monday	?	Chapter 19-21	—Quality Management (Quality Concepts) Ch19: Quality Concepts 22 Ch20: Review Techniques 22 Ch21: Software Quality Assurance 13	35	2
5	Wednesday	?	Chapter 22	—Quality Management (testing) Ch22: Software Testing Strategies 35		
6	Monday	?	Chapter 23	—Quality Management (testing) Ch23: Testing Conventional Applications 31	31	2
6	Wednesday	?	Chapter 24-26	—Quality Management (other) Ch24: Testing Object-Oriented Applications 13 Ch25: Testing Web Applications 26 (reading) Ch26: Testing Mobile Applications 9 (reading)	26	2
7	Monday	?	Chapter 29-31	—Planning and Managing the Project Ch29: Software Configuration Management 27 Ch30: Product Metrics 24 (reading) Ch31: Project Management Concepts 18	38	2
7	Wednesday	?	Chapter 32-33	—Planning and Managing the Project Ch32: Process and Project Metrics 20 Ch33: Estimation for Software Projects 28	28	2
8	Monday	?	Chapter 34-35	—Planning and Managing the Project Ch34: Project Scheduling 17 Ch35: Risk Management 23	40	2
8	Wednesday	?	Chapter 36	Managing the Project Ch36: Maintenance and reengineering 17 Delivering (supplement) 10 Future & Review	27	2

Question

- Now, what kind of software would you like to develop?

Please think the real requirements!

Let us discuss next time!

coronavirus





THE END