Course Description

Welcome to CSC C01, an Introduction to Software Engineering! This course will introduce you to software development methodologies with an emphasis on agile development methods appropriate for rapidly-moving projects. You will also learn basic software development infrastructure; requirements elicitation and tracking; prototyping; basic project management; basic UML; introduction to software architecture; design patterns; testing.

Website and Discusion Board

Course Website: `http://cmsweb.utsc.utoronto.ca/cscc01s21/`

Discussion Board: `https://piazza.com/utoronto.ca/summer2021/cscc01h3ylec01`

Quercus: `https://q.utoronto.ca`

Github:
`https://github.com/UTSCCSCC01`

You are responsible for reading all announcements on quercus, piazza, and on the course website; please check at least weekly. Your marks will be posted on quercus only.

The discussion board should be your first stop for CSCC01 information. We will post important updates and announcements there, so make sure to visit the board often. In addition, each of you can post questions (and answers!) so the discussion board will typically be the fastest way to get help with course material or to obtain an answer to an administrative question.

Please do not post solution code on the board. If you have a question, please generate new code to demonstrate your question, rather than posting the assignment code. Alternatively, you can phrase your question abstractly, without posting the code itself.

Lectures & Tutorials

Section	Lectures	Tutorials
LEC01	Synchronous (Online)	Synchronous (online)

Contact

Instructor	Email	Office	Office Hours*
Ilir Dema	`ilir.dema@mail.utoronto.ca`	Online	WE 18:00–19:00

*outside these hours, please make an appointment

Grading Scheme

Item	Weight	Description & Due Date
Tutorials	7%	Ongoing (by participation)
Assignments	26%	A1: 10%, A2: 16% Due Jun 18, Jul 30
Term Test	22%	July 20, Crowdmark
Final Project	45%	Divided in stages, due May 28, Jun 11, Jul 9, Jul 23, Aug 6, Aug 11. Note: Sprint demos are due on your tutorial preceeding sprint due dates.

Textbook

There is no required textbook in this course. All required readings will be posted on the course website.

Tutorials

Tutorials will be held every week starting in Week 1. During these sessions, you will demo the Project features you have developed on Sprints 1,2,3,4. During tutorials scheduled the other dates, we will cover various technical topics closely related to your assignments. Tutorial participation is for marks.

Evaluation

The grading scheme specifies two assignments, consisting of programs that you will be required to design and implement. Assignment handouts and starter code will be available on the course website. Assignments may be completed in pairs and submitted on Github classroom by due date on midnight, EST.
The final project is a very important component of this course. It is worth a lot and it has to be completed in teams of 5-7 students. The absolute minimum of team size is set to 5. The project will be delivered in stages, the last stage being a classroom presentation, scheduled last day of the semester. The stages deadlines are firm.
Additionally, there is a term test. There is no final exam for this course.

Late Policy

All work will be submitted electronically, the submission time set to midnight of the due date. Having technical problems, poor Internet connection, etc. will not be accepted as reasons for late submissions. All deadlines are firm and no late submissions will be accepted.

Petitions

If you are unable to complete homework due to major illness or other circumstances completely outside of your control, please **contact your instructor immediately**. Special consideration will be considered on an individual basis and will *not* be given automatically. In other words, you risk getting a mark of zero for missed work unless you contact your instructor *promptly*. In case you are unable to write the term test, you will be given the alternative to take an oral exam, to a time agreed between you and your instructor, no later than the last day of the semester.
If you have any concerns or questions regarding your situation, please contact your instructor or your College Registrar—they are well-equipped to help you with anything you may be going through.

Remarking

All remarking requests must be received within **two weeks** of the date when the work was *returned*. It is your responsibility to check course announcements regularly (for work returned electronically).
It is to your advantage to be specific when you write up your request: either clearly demonstrate that the marking scheme was not followed correctly, or ask questions about specific elements in the marking scheme. Note that marks are awarded based on *merit*, not on need—that is the only fair way to award marks—so statements like "I worked really hard" or "I really need those marks" are not good reasons, unfortunately.
If you are unsure whether or not your work was marked correctly but you have not necessarily found an actual error in the marking, please speak with your instructor.

Collaboration

Everything that you submit for marks (assignments, exercises, project, tests and exam) must not contain anyone else's work or ideas *without proper attribution.* In particular, the writeup of your homework must be done in isolation from other students (teams) and without copying from notes or other sources. This ensures that your solution is truly your own, and that your grade reflects your own understanding of the course material. *To be safe, do not let others look at your solutions, even in draft form and even after the due date.* Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):
`http://www.governingcouncil.utoronto.ca/Assets/Governing+Council+Digital+Assets/Policies/PDF/ppjun011995.pdf`