

Students are expected to maintain a positive learning environment. Students whose behavior is disruptive either to the instructor or to other students will be asked to leave. Laptops are allowed in the class, but please confine its use to course-related material, and try not to distract others by the loud taps on your keyboard.

#### Accommodations for Students with Disabilities

Students with disabilities are encouraged to contact Disability Concerns at 350 Fell Hall, 438-5853 (voice), 438-8620 (TTY) or online at <http://www.disabilityconcerns.ilstu.edu>.

## 9. Course Calendar (tentative)

Week	Date	Topic	Assignment
Week 1	Class 1 (01/11)	IT 326 Introduction, nature and myths of software - Chapter 1	
	Class 2 (01/13)	IT 326 Introduction, nature and myths of software - Chapter 1 (cont'd)	
		<b>Project:</b> Details, online ideas submission & presentations	
Week 2	Class 3 (01/20)	Basic Process Models and their evolution – Chapter 2	
		<b>Present Potential Project Idea &amp; Vote</b>	
	Class 4 (01/25)	Agile Methodologies - Chapter 3	Assigned - Assignment 1
		<b>Project:</b> Team formation, Schedules & meeting game-plan/communication, etc.	
Week 3	Class 5 (01/27)	Agile Methodologies - Chapter 3 (cont'd)	-
	Class 6 (02/01)	Understanding Requirements – Chapter 5	
Week 4	Class 7 (02/03)	Requirements modeling - Chapters 6, 7	<b>Due-</b> Assignment 1 Assigned - Assignment 2
	Class 8 (02/08)	Requirements modeling - Chapters 6, 7 (cont'd)	
Week 5	Class 9 (02/15)	Requirements modeling - Chapters 6, 7 (cont'd)	
		<b>Due</b> - Project Requirements and Specification & Sprint Schedule	
	Class 10 (02/17)	Design Concepts – Chapter 8	
Week 6	Class 11 (02/22)	Design Concepts and Component Level Design – Chapters 8, 10	<b>Due</b> - Assignment 2 Assigned - Assignment 3
	Class 12 (02/24)	Design Concepts and Component Level Design – Chapters 8, 10 (cont'd)	-

		Architecture Design - Chapters 9	-
Week 7	Class 13 (03/01)	Architecture Design - Chapters 9 (cont'd)	Due - Assignment 3
	Class 14(03/03)	Design Patterns – Chapter 12	-
Week 8	Class 15(03/08)	Design Patterns – Chapter 12 (cont'd)	<b>Due – Sprint 1</b> Assigned - Assignment 4
		<b>Sprint 1</b> Reflection Submission	
	Class 16(03/15)	Design Patterns – Chapter 12 (cont'd)	
Week 9	Class 17(03/17)	Design Patterns – Chapter 12 (cont'd)	-
	Class 18(03/22)	Creation of Web Applications - Chapter 13	-
Week 10	Class 19(03/24)	Creation of Web Applications - Chapter 13 (cont'd)	Due - Assignment 4 Assigned - Assignment 5
	Class 20(03/29)	Creation of Web Applications - Chapter 13 (cont'd)	
Week 11	Class 21(03/31)	Design of user interfaces – Chapter 11	<b>Due – Sprint 2</b>
		<b>Sprint 2</b> Reflection Submission	
	Class 22(04/05)	Design of user interfaces – Chapter 11 (cont'd)	-
Week 12	Class 23(04/07)	<b>Mid Term</b>	<b>Mid Term</b>
	Class 24(04/12)	Software Testing - Chapters 15, 17	Due - Assignment 5
Week 13	Class 25(04/14)	Software Testing	-
		<b>Sprint 3</b> Reflection Submission	<b>Due - Sprint 3</b>
Week 14	Class 26(04/19)	Conventional Testing, OO Testing Chapters 18, 19	-
	Class 27(04/21)	Software Configuration Management	-
Week 15	Class 28(04/21)	History and Conclusion of IT 326	-
	Class 29(04/26)	Project <b>Sprint 4: Reflection Submission</b>	<b>Due - Sprint 4</b>
Week 16	Class 30(04/28)		

		<b>Finals:</b> Demo of the project and reflection submission	
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