ECE 4318 Class Notes

# Today is 1/25/22, Tuesday, week 1

## I’ll go over syllabus, canvas, then class roster, and finally add students.

For the reference: Eric Braude & Michael Bernstein “Software Engineering, Modern Approaches”, 2nd edition, Waveland Press, 2011, ISBN 978-1-4786-3230-6 may be used as reference materials (some reference chapters such as chapter 24 on refactoring is interesting).

Would like to see if some student can help to find a PDF for this book

## Necessary skill: programming, which means I assume you know at least two programming languages and your group know at least 3 programming languages

# Today is 1/27/22, Thursday, week 1; when the real instructions should start.

## I’ll ask you to download the grouping Excel file. A group is assumed to be of size 4 to 6, with > 6 or < 4 possible under my permission. We had talked about the grouping now and will expect you to email me

## 2.2 Sommerville’s PPT was posted on Canvas; and I’ll start that today.

## 2.3 I may try to use PPT (and PDF, and web sites, and e-books) from other authors as well

## 2.4 Also, we may talk about / cover some other programming languages

## 2.5 Now start with chapter 1 of Sommerville.

### 2.5.1 Slide #1.7 FAQ about SE: note many software concepts may be expressed by different terms.

### 2.5.2 slide #1.8 Software engineering cost : 60% development, 40% test. But engineer salary is actually a big percentage of software cost. Stopped at #1.18

### 2.5.3 #1.25 will be next section Software ethics.

# 3. Today is 2/1/22, Tuesday, week 2

## 3. 1We have made progress in the grouping efforts in the last few days. Now 35 out of 40 students are in groups

## 3.2 Set tone for this particular class: books or web sites should NOT be the only way for you to learn (the meaning of “learn” is more proactive).

### 3.2.1 In case you find something really good to study, to act upon etc., let me know.

### 3.2.2 Slides #1.18 through #1.20 are interesting examples of possible systems of applications.

### 3.2.3 slide #1.25 talks about AJAX (Asynchronous Javascript and XML) and HTML5.(hypertext markup language). Have you ever heard about this?

### 3.2.4 slide #1.29 IP rights. How do we learn more about IP rights? Can you always use something you downloaded from internet?

### 3.2.5 slide #1.30 ACM / IEEE

What is ACM?

What is IEEE?

### 3.2.6 Flew through the Case studies of the author since he talked about his 4 “babies”

### 3.2.7 finished chapter 1.

## 3.3 Start chapter 2

### 3.3.1 Slide #2.13 talks about System structure degrading (so refactorization is necessary).

### 3.3.2 Stopped at slide #2.14