1. **CS4279 Software Engineering Project**

2. 3 credit hours, 150 minutes/week

3. Jules White

4. Specific course information
   Students work in teams to specify, design, implement, document, and test a nontrivial software project.
   Prerequisites: CS4278

5. Specific goals for the course
   Upon completion of the course, students will be able to use current tools and techniques to design a medium sized software project under given constraints. Working in teams, students will be able to produce the documentation for the given project.

6. Grading

   - 60% Build Cycles
   - 15% Final Video
   - 25% Final Demo / Presentation + CS Immersion Showcase

7. Brief list of topics that students will need to be successful in their projects
   - Requirements analysis
   - Estimation
   - Testing
   - Documentation
   - Planning & risk
   - Monitoring & maintenance
   - Principles and practices for secure computing
   - Architecture
   - Refactoring
   - Team dynamics
   - Software life-cycle models
   - Coding standards
   - Version control
   - DevOps