

# COMP223: Software Engineering Course Introduction

Dr. Kim, Song-Kyoo (Amang)
Associate Professor,

Computer Science Program MACAO POLYTECHNIC INSTITUTE Macau, SAR



### **Course Descriptions**



- This course introduces the concepts of software development.
- Emphasis will be put on understanding the processes, techniques and methods used to develop application software.
- Besides, students are exposed to various software development approaches.
- Upon completion, students will be able to understand the major software development methodologies and techniques, appreciate their relative merits and their limitations.

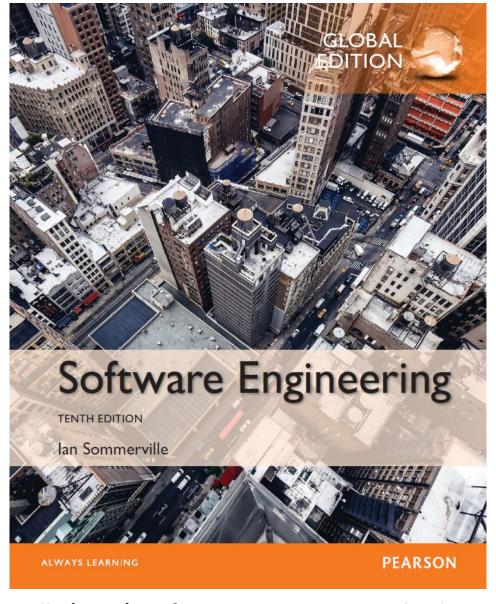
#### **Course Outlets**



- Introduction to software engineering & process
- Requirement engineering
- System modeling
- Architecture design
- Design and implementation
- Software evolution
- Agile software development
- Project planning
- Software Development Practice (SDP)\*
- Quality management

#### **Textbook**





Ian Sommerville (2015), Software Engineering, 10th Edition, Pearson, Boston, MA.

# Class Schedule (1/x)



Week ▼	Sessio 🔻	Date 🔻	Contents	Submission Requirement 🔻
1	1	1/21	Introduction & Professional software development	
			Software process models (2.1)	
2	3	1/26	Process activities (2.2 & 2.3)	
	4	1/29	Process improvement (2.4)	
3	5	2/2	(Ch 4) Functional and non-functional requirements;	
3	3	2/2	The software requirements document	
	6	2/5	(Ch 4) Requirements specification; Requirements engineering	
	U	2/3	processes	
4	7	2/19	(Ch 4) Requirements elicitation and analysis; Requirements	
1	4 / 2/19		validation	
	8	2/23	(Ch 4) Requirements management	
5	9	2/24	(Ch 5) Context models; Interaction models	
	10		(Ch 5) Structural models; Behavioral models	
6	11	2/26	(Ch 5) Model-driven engineering	
	12	3/2	(Ch 6) Architectural design decisions	
7	13	3/3	(Ch 6) Architectural views; Architectural patterns	
	14		(Ch 6) Application architectures	
8	15	3/5	MID-TERM EXAM	
	16	3/9	(Ch 7) Object-oriented design using UML; Design patterns;	
	10	3/3	Implementation issues; Open source	

# Class Schedule (2/2)



Week▼	Sessio ▼	Date ▼	Contents	<b>″</b> Sι	ubmission Require	ement 🔻
9	17	3/10	(Ch 7) Evolution processes; Program evolution dynamics;			
	18		(Ch 7) Software maintenance; Legacy system management			
10	19	3/12	(Ch 3) Agile method & Capability Maturity Model; Agile			
10	17	3/12	development techniques			
	20	3/16	(Ch 3) Agile project management; Continuous Development			
11	21	3/17	(Ch 23) Software pricing; Plan-driven development; Project			
11	21	3/1/	scheduling			
	22		(Ch 23) Agile planning; Estimation technique			
12	23	3/19	Software development in Internet era			
	24	3/23	Case study: Com2uS mobile game development			
13	25	3/24	Group Activity: SW development startups			
	26					
14	27	3/26	(Ch 24) Software quality; Software standards			
	28	3/30	(Ch 24) Review and inspections; Software measurement and			
	20	3/30	metrics			
15			Fianl Exam			

## **Grading System (1/2)**



Popup Quiz	. 5 %
■ (Almost) every session will have a quiz.	
■ Based on the previous session.	
● Take-home assignments	<b>15</b> %
■ 1 case + 2 literature (research) review.	
Group Project	<b>15</b> %
■ Presentation (10 %) + Report (5 %)	
Group Activity (SDP)	. 10 %
Group activity in the classroom	
• Exams	. 55 %
■ Mid-term (15 %) + Final (40 %)	

## **Grading System (2/2)**



- Popup Quiz
  - Couple of questions that students have leant on the last session.
- Take-home assignments
  - 1 Cases Case review report (assigned by professor)
  - 2 Research papers Literature review (freely selected)
  - 5 % per each assignment.
  - The forms will be provided.
- Group Project
  - <u>Software development</u> project which adapts Software Engineering techniques.

#### **Student Conduct**



- Facebook Pages:
  - https://www.facebook.com/amang.mpi.7
  - https://www.facebook.com/groups/1317830651906834



COMP223-202021-2nd

Private group ⋅ 1 member



## Condensed Schedule (1/2) – Section 1



#### Current Course Schedule

1	Weel▼	Sessic *	Date ▼	Contents	Submission Requiremer ▼	Remarks ▼
2   3   1/26   Process activities (2.2 & 2.3)	1	1	1/21	Introduction & Professional software development		
4				Software process models (2.1)		
5 2/2 (Ch 4) Functional and non-functional requirements; The software requirements document  6 2/5 (Ch 4) Requirements specification; Requirements engineering processes  4 7 2/19 (Ch 4) Requirements elicitation and analysis; Requirements validation  8 2/23 (Ch 4) Requirements management  5 9 2/24 (Ch 5) Context models; Interaction models  (Ch 5) Structural models; Behavioral models  (Ch 5) Structural models; Behavioral models  (Ch 5) Model-driven engineering  12 3/2 (Ch 5) Model-driven engineering  (Ch 6) Architectural views; Architectural patterns  (Ch 6) Architectural views; Architectural patterns  (Ch 6) Application architectures  (Ch 7) Application architectures  (Ch 7) Object-oriented design using UML; Design patterns; Implementation issues; Open source  9 17 3/10 (Ch 7) Evolution processes; Program evolution dynamics; (Ch 7) Software maintenance; Legacy system management  (Ch 3) Agile method & Capability Maturity Model; Agile development techniques  20 3/16 (Ch 3) Agile project management; Continuous Development  11 21 3/17 (Ch 2) Agile project management; Continuous Development  (Ch 23) Agile planning; Estimation technique  22 (Ch 23) Agile planning; Estimation technique  3/10 (Ch 23) Agile planning; Estimation technique  12 23 3/19 Software development in internet era  24 3/23 Case study; ComQua mobile game development  13 25 3/24 Group Activity: SW development startups  makeup  (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards  and metrics	2	3	1/26	Process activities (2.2 & 2.3)		
The software requirements document  (Ch 4) Requirements specification; Requirements engineering processes  4 7 2/19 (Ch 4) Requirements elicitation and analysis; Requirements validation 8 2/23 (Ch 4) Requirements management  5 9 2/24 (Ch 5) Context models; Interaction models (Ch 5) Structural models; Behavioral models (Ch 5) Structural models; Behavioral models (Ch 5) Model-driven engineering 12 3/2 (Ch 6) Architectural design decisions  7 13 9/1 (Ch 6) Architectural design decisions  8 15 3/5 (Ch 6) Architectural design accisions  (Ch 7) Object-oriented design using UML; Design patterns; implementation issues; Open source (Ch 7) Software maintenance; Legacy system management (Ch 7) Software maintenance; Legacy system management (Ch 3) Agile method & Capability Maturity Model; Agile development techniques  10 19 3/12 (Ch 3) Agile project management; Continuous Development  11 21 3/17 (Ch 2) Software pricing; Plan-driven development, Project scheduling (Ch 23) Agile planning; Estimation technique  12 23 3/19 Software development in internet era  24 3/23 Case study: Com2uS mobile game development  25 3/24 Group Activity: SW development startups  27 makeup (Ch 24) Software quality; Software standards (Ch 24) Review and inspections; Software measurement and metrics		4	1/29	Process improvement (2.4)		
The software requirements document    Comparison of Compar	9	_	2/2	(Ch 4) Functional and non-functional requirements;		
1	3		2/2	The software requirements document		
4 7 2/19 (Ch 4) Requirements validation 8 2/23 (Ch 4) Requirements management 9 2/24 (Ch 5) Context models; Interaction models 10 (Ch 5) Structural models; Behavioral models 11 2/26 (Ch 5) Model-driven engineering 12 3/2 (Ch 6) Architectural design decisions 13 3/1 (Ch 6) Architectural views; Architectural patterns (Ch 6) Application architectural patterns (Ch 6) Application architectural patterns (Ch 7) Object-oriented design using UML; Design patterns; Implementation issues; Open source 9 17 3/10 (Ch 7) Software maintenance; Legacy system management (Ch 3) Agile method & Capability Maturity Model; Agile development techniques (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (S hours)  13 25 3/24 Group Activity: SW development startups (Ch 24) Software quality; Software measurement and metrics		_	2/5	(Ch 4) Requirements specification; Requirements		
1		0	2/3	engineering processes		
Requirements validation   8   2/23   (Ch 4) Requirements management	4	7	2/10	(Ch 4) Requirements elicitation and analysis;		
5   9   2/24   (Ch 5) Context models; Interaction models   (Ch 5) Structural models; Behavioral models   (3 hours)	4	,	2/19	Requirements validation		
10		8	2/23	(Ch 4) Requirements management		
6 11 2/26 (Ch 5) Model-driven engineering 12 3/2 (Ch 6) Architectural design decisions 7 13 3/1 (Ch 6) Architectural views; Architectural patterns (Ch 6) Application architectures 8 15 3/5 MID-TERM EXAM 16 3/9 (Ch 7) Object-oriented design using UML; Design patterns; Implementation issues; Open source 9 17 3/10 (Ch 7) Evolution processes; Program evolution dynamics; (Ch 7) Software maintenance; Legacy system management 10 19 3/12 (Ch 3) Agile method & Capability Maturity Model; Agile development techniques 20 3/16 (Ch 3) Agile project management; Continuous Development 11 21 3/17 (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique 12 23 3/19 Software development in Internet era 24 3/23 Case study: Com2uS mobile game development 13 25 3/24 Group Activity: SW development startups 14 27 3/26 (Ch 24) Software quality; Software measurement and metrics 28 3/30 (Ch 24) Review and inspections; Software measurement and metrics	5	9	2/24	(Ch 5) Context models; Interaction models		makeup
12 3/2 (Ch 6) Architectural design decisions  7 13 3/1 (Ch 6) Architectural views; Architectural patterns (Ch 6) Application architectures  8 15 3/5 MID-TERM EXAM  16 3/9 (Ch 7) Object-oriented design using UML; Design patterns; Implementation issues; Open source  9 17 3/10 (Ch 7) Evolution processes; Program evolution dynamics; (Ch 7) Software maintenance; Legacy system management  10 19 3/12 (Ch 3) Agile method & Capability Maturity Model; Agile development techniques  20 3/16 (Ch 3) Agile project management; Continuous Development  11 21 3/17 (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (3 hours)  12 23 3/19 Software development in Internet era  24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups (3 hours)  14 27 3/26 (Ch 24) Software quality; Software measurement and metrics		10		(Ch 5) Structural models; Behavioral models		(3 hours)
7	6	11	2/26	(Ch 5) Model-driven engineering		
14		12	3/2	(Ch 6) Architectural design decisions		
8 15 3/5 MID-TERM EXAM  16 3/9 (Ch 7) Object-oriented design using UML; Design patterns; Implementation issues; Open source  9 17 3/10 (Ch 7) Evolution processes; Program evolution dynamics; (Ch 7) Software maintenance; Legacy system management (3 hours)  10 19 3/12 (Ch 3) Agile method & Capability Maturity Model; Agile development techniques  20 3/16 (Ch 3) Agile project management; Continuous Development  11 21 3/17 (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (3 hours)  12 23 3/19 Software development in Internet era  24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups makeup (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards  (Ch 24) Review and inspections; Software measurement and metrics	7	13	3/1	(Ch 6) Architectural views; Architectural patterns		makeup
16 3/9 (Ch 7) Object-oriented design using UML; Design patterns; Implementation issues; Open source  9 17 3/10 (Ch 7) Evolution processes; Program evolution dynamics; (Ch 7) Software maintenance; Legacy system management (3 hours)  10 19 3/12 (Ch 3) Agile method & Capability Maturity Model; Agile development techniques  20 3/16 (Ch 3) Agile project management; Continuous Development  11 21 3/17 (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (3 hours)  12 23 3/19 Software development in Internet era  24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups makeup (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards  28 3/30 (Ch 24) Review and inspections; Software measurement and metrics		14		(Ch 6) Application architectures		(3 hours)
16   3/9   Implementation issues; Open source   17   3/10   (Ch 7) Evolution processes; Program evolution dynamics; (Ch 7) Software maintenance; Legacy system management (3 hours)   18   (Ch 3) Agile method & Capability Maturity Model; Agile development techniques   20   3/16   (Ch 3) Agile project management; Continuous Development   21   3/17   (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (3 hours)   12   23   3/19   Software development in Internet era   24   3/23   Case study: Com2uS mobile game development   13   25   3/24   Group Activity: SW development startups   makeup (3 hours)   14   27   3/26   (Ch 24) Software quality; Software standards   (Ch 24) Review and inspections; Software measurement and metrics   15   3/30   (Ch 24) Review and inspections; Software measurement and metrics   15   3/30   (Ch 24) Review and inspections; Software measurement and metrics   16   27   28   3/30   (Ch 24) Review and inspections; Software measurement and metrics   27   3/26   (Ch 24) Review and inspections; Software measurement and metrics   28   3/30   (Ch 24) Review and inspections; Software measurement and metrics   28   3/30   (Ch 24) Review and inspections; Software measurement   3/30   (Ch 24) Review and insp	8	15	3/5	MID-TERM EXAM		
Implementation issues; Open source		16		(Ch 7) Object-oriented design using UML; Design patterns;		
18 (Ch 7) Software maintenance; Legacy system management (3 hours)  19 3/12 (Ch 3) Agile method & Capability Maturity Model; Agile development techniques  20 3/16 (Ch 3) Agile project management; Continuous Development  21 3/17 (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (3 hours)  22 3/19 Software development in Internet era  24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups makeup  26 (Ch 24) Software quality; Software standards  28 3/30 (Ch 24) Review and inspections; Software measurement and metrics		10	3/3	Implementation issues; Open source		
10 19 3/12 (Ch 3) Agile method & Capability Maturity Model; Agile development techniques 20 3/16 (Ch 3) Agile project management; Continuous Development 21 3/17 (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (3 hours) 22 (Ch 23) Agile planning; Estimation technique (3 hours) 23 3/19 Software development in Internet era 24 3/23 Case study: Com2uS mobile game development 25 3/24 Group Activity: SW development startups makeup (3 hours) 26 (Ch 24) Software quality; Software standards 27 3/26 (Ch 24) Software quality; Software measurement and metrics	9	17	3/10	(Ch 7) Evolution processes; Program evolution dynamics;		makeup
10   19   3/12   development techniques   20   3/16   (Ch 3) Agile project management; Continuous Development   21   3/17   (Ch 23) Software pricing; Plan-driven development; Project scheduling   (Ch 23) Agile planning; Estimation technique   (3 hours)   (3 hours)   (22   3/19   Software development in Internet era   24   3/23   Case study: Com2uS mobile game development   (3 hours)   (3 hours)   (3 hours)   (3 hours)   (3 hours)   (4   27   3/26   (Ch 24) Software quality; Software standards   (28   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (29   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Review and inspections; Software measurement and metrics   (20   3/30   (Ch 24) Rev		18		(Ch 7) Software maintenance; Legacy system management		(3 hours)
development techniques  20 3/16 (Ch 3) Agile project management; Continuous Development  11 21 3/17 (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (3 hours)  12 23 3/19 Software development in Internet era  24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups makeup (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards  (Ch 24) Review and inspections; Software measurement and metrics	10	19	•			
11 21 3/17 (Ch 23) Software pricing; Plan-driven development; Project scheduling (Ch 23) Agile planning; Estimation technique (3 hours)  12 23 3/19 Software development in Internet era 24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups makeup 26 (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards 28 3/30 (Ch 24) Review and inspections; Software measurement and metrics	10			·		
11 21 3/17 scheduling (Ch 23) Agile planning; Estimation technique (3 hours)  12 23 3/19 Software development in Internet era 24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups makeup (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards  (Ch 24) Review and inspections; Software measurement and metrics		20	3/16			
scheduling (Ch 23) Agile planning; Estimation technique (3 hours)  12 23 3/19 Software development in Internet era 24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups  26 (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards (Ch 24) Review and inspections; Software measurement and metrics	11	21	3/17	· · · · · · · · · · · · · · · · · · ·		makeup
12 23 3/19 Software development in Internet era 24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups makeup 26 (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards 28 3/30 (Ch 24) Review and inspections; Software measurement and metrics			-,			
24 3/23 Case study: Com2uS mobile game development  13 25 3/24 Group Activity: SW development startups makeup 26 (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards  (Ch 24) Review and inspections; Software measurement and metrics						(3 hours)
13 25 3/24 Group Activity: SW development startups makeup (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards (Ch 24) Review and inspections; Software measurement and metrics	12			·		
26 (3 hours)  14 27 3/26 (Ch 24) Software quality; Software standards  28 3/30 (Ch 24) Review and inspections; Software measurement and metrics			_			
14 27 3/26 (Ch 24) Software quality; Software standards  (Ch 24) Review and inspections; Software measurement and metrics	13		3/24	Group Activity: SW development startups		
28 3/30 (Ch 24) Review and inspections; Software measurement and metrics						(3 hours)
28 3/30 and metrics	14	27	3/26			
and metrics		28	28 3/30			
			-,	and metrics		
15 Fianl Exam	15			Fianl Exam		

## Condensed Schedule (2/2) - Section 1

- The course will be finished Week 9 (April 1st, 2021)
- Make-up classes are required.
- The day (<u>Wednesday & Monday</u>) is fixed but we all shall be agreed.
- The time for make-up needs to be agreed.
  - 10:00 13:00 : 2/24, 3/10, 3/24 (Wed)
  - 14:00 17:00 : 3/1, 3/15 (Mon)

Week▼	Sessio <sub> </sub> ×	Date ▼	Contents	Remarks 🔻
5	9	2/24	(Ch 5) Context models; Interaction models	makeup
	10		(Ch 5) Structural models; Behavioral models	(3 hours)
7	13	3/1	(Ch 6) Architectural views; Architectural patterns	makeup
	14		(Ch 6) Application architectures	(3 hours)
9	17	3/10	(Ch 7) Evolution processes; Program evolution dynamics;	makeup
	18		(Ch 7) Software maintenance; Legacy system management	(3 hours)
11	21	3/15	(Ch 23) Software pricing; Plan-driven development; Project scheduling	makeup
	22		(Ch 23) Agile planning; Estimation technique	(3 hours)
13	25	3/24	Group Activity: SW development startups	makeup
	26			(3 hours)

## Condensed Schedule (1/2) – Section 2



#### Current Course Schedule

Weel ▼	Sessic 🔻	Date ♥	Contents	Submission Requiremen	Remarks v
1	1	1/21	Introduction & Professional software development		
			Software process models (2.1)		
2	3	1/26	Process activities (2.2 & 2.3)		
	4	1/29	Process improvement (2.4)		
3	5	2/2	(Ch 4) Functional and non-functional requirements;		
		2/2	The software requirements document		
	6	2/5	(Ch 4) Requirements specification; Requirements		
	۰	2/3	engineering processes		
4	7	2/19	(Ch 4) Requirements elicitation and analysis; Requirements	<b>;</b>	
		,	validation		
	8	2/23	(Ch 4) Requirements management		
5	9	2/24	(Ch 5) Context models; Interaction models		makeup
	10		(Ch 5) Structural models; Behavioral models		(3 hours)
6	11	2/26	(Ch 5) Model-driven engineering		
	12	3/2	(Ch 6) Architectural design decisions		
7	13	3/3	(Ch 6) Architectural views; Architectural patterns		makeup
	14		(Ch 6) Application architectures		(3 hours)
8	15	3/5	MID-TERM EXAM		
	16	3/9	(Ch 7) Object-oriented design using UML; Design patterns;		
	16	3/3	Implementation issues; Open source		
9	17	3/10	(Ch 7) Evolution processes; Program evolution dynamics;		makeup
	18		(Ch 7) Software maintenance; Legacy system management		(3 hours)
10	19	19 3/12	(Ch 3) Agile method & Capability Maturity Model; Agile		
10		3/12	development techniques		
	20	3/16	(Ch 3) Agile project management; Continuous Development		
11	21	3/17	(Ch 23) Software pricing; Plan-driven development; Project		makeup
		3,1,	scheduling		шисор
	22		(Ch 23) Agile planning; Estimation technique		(3 hours)
12	23	3/19	Software development in Internet era		
	24	3/23	Case study: Com2uS mobile game development		
13	25	3/24	Group Activity: SW development startups		makeup
	26				(3 hours)
14	27	3/26	(Ch 24) Software quality; Software standards		
	28	3/30	(Ch 24) Review and inspections; Software measurement and	d	
	20	3/30	metrics		
15			Fianl Exam		

## Condensed Schedule (2/2) – Section 2

- The course will be finished Week 9 (April 1st, 2021)
- Make-up classes are required.
- The day (<u>Wednesday</u>) is fixed but we all shall be agreed.
- The time for make-up needs to be agreed.
  - 10:00 − 13:00 : 3/3, 3/17
  - **■** 14:00 − 17:00 : 2/24, 3/10, 3/24

We	ek 🔻	Sessio 🔻	Date 🔻	Contents	Remarks 💌
5	,	9	2/24	(Ch 5) Context models; Interaction models	makeup
		10		(Ch 5) Structural models; Behavioral models	(3 hours)
7	'	13	3/3	(Ch 6) Architectural views; Architectural patterns	makeup
		14		(Ch 6) Application architectures	(3 hours)
9	)	17	3/10	(Ch 7) Evolution processes; Program evolution dynamics;	makeup
		18		(Ch 7) Software maintenance; Legacy system management	(3 hours)
1:	1	21	3/17	(Ch 23) Software pricing; Plan-driven development; Project scheduling	makeup
		22		(Ch 23) Agile planning; Estimation technique	(3 hours)
13	3	25	3/24	Group Activity: SW development startups	makeup
		26			(3 hours)

