

CECS 343: Software Engineering
Course Syllabus – Fall 2016

Instructor: Vatanak Vong

Office: TBD

Email: Vatanak.Vong@csulb.edu

Office Hours: Mondays 8:00 - 9:00PM (By appointments preferably)

Recommended Text

Software Engineering: A practitioner's approach 8th Edition
By Roger S. Pressman and Bruce R. Maxim

Design Patterns: Elements of Reusable Object-Oriented Software
By Erich Gamma, Richard Helm, Ralph Johnson, & John Vlissides

Course Requirements*

Item	Points	Total Points
Exam	50	50
Quizzes x 5	10	50
Weekly Standups x 10	10	100
Project Plan	100	100
Test Plan	100	100
Design Document	100	100
Final Presentation	100	100

*** The instructor reserves the right to alter course requirements in order to promote learning.**

Grading Metrics

90%+	A
80% - 89.99%	B
70% - 79.99%	C
60% - 69.99%	D
59.99% & Below	F

Grades will follow a flat percent rubric. Grades will not be based on a curve. All work must be submitted to the instructor in-person unless otherwise specified. Work submitted by another student on your behalf will not be accepted.

Absent/Make Up Policy

Absences are excused if the student presents a documented reason for being unable to attend (e.g. doctor's note, police report, volunteer activity, etc.), however, it is up to the instructor's discretion whether the student has provided adequate documentation. Only excused absences can make up missed quizzes, missed exams and late submissions.

Exams & Quizzes

All exams and quizzes are comprehensive. Students must PRINT responses in BLACK INK PEN on a 11" x 8.5" examination booklet (aka the "blue" book). Responses that are illegible to the instructor will be given an automatic zero grade.

Project & Presentation

There will be a semester long group project where teams will experience developing software for a fictitious client. The project will be graded on a team's ability to accurately analyze a client's needs, develop a project plan, produce detailed technical diagrams and draft high level interfaces. Throughout the semester there will be periodic milestone checks to assess team progress. Towards the end of the semester, teams must present their solution to the class. Final drafts for all documentation must be printed using a word processor, bounded and submitted to instructor on the first day of presentations.

Cheating & Plagiarism

Cheating and ***plagiarism*** will not be tolerated in this course. Any individual caught cheating on quizzes, homework, lab projects, or the final exam will be punished to the full extent allowed under University regulations. Plagiarism on papers or assignments is not acceptable and work that is plagiarized will not receive credit. Plagiarism is considered cheating. Note: Any time another person's work is used without giving them proper credit, it is considered plagiarism and cheating.

At a minimum, any student caught cheating will receive no credit for the work concerned, and will receive a reduction of one letter grade from their final course grade.

The official CSULB Policy on Cheating and Plagiarism can be found here: http://web.csulb.edu/divisions/aa/catalog/current/academic_information/cheating_plagiarism.html

Reasonable Accommodation

Individuals with disabilities who need assistance or modification to the University's programs and/or activities should inform the person(s) responsible for these programs and/or activities immediately upon knowing that such modification is necessary. Individuals registered with the California Department of Rehabilitation may be eligible for assistance through that agency. Students may be eligible for assistance through the Office of Disabled Student Services, located in Brotman Hall 270, telephone (562) 985-5401.

For evaluation and service, contact that office directly. If the modification or accommodation provided is inappropriate or insufficient, you may seek the assistance of the Office of Equity and Diversity, located in University Student Union 301, telephone (562) 985- 8256. If a reasonable accommodation has been requested but was not provided, the individual may access the complaint resolution process.