**CS 3750 Software Engineering 2**

**Instructor:** Arpit Christi

**Email**: Use class canvas to communicate

**Office Hours:** Monday 1:30 – 2:30 TE111C

Tuesday 9:30 – 11:30 TE111C Wednesday 1:30 – 2:30 TE111C

Thursday 9:30 – 11:30 TE111C

Please feel free to stop by during my office hours if you have any questions. Also, you can setup an appointment using online tools. Please send me a message in canvas to set up an online appointment. We can use google hangout to connect. I am mostly available during weekdays, so don’t hesitate to setup an online meeting.

**Course Objectives:** This course provides students with an opportunity to bring the knowledge acquired throughout the program together and apply it to build a comprehensive software system. Students will analyze a real world problem and propose a software solution to the problem. They will perform requirements analysis, design, implementation, testing and deployment of the system. Students are allowed to choose the technology and tools of their choice to build the software system. The course emphasizes on working in a team environment, assuming different software professional roles at different times. The course focuses on developing and advancing professional skills like project management, scheduling, collaboration and communication. At the end of the course, students are better equipped to be part of a professional software development team.

**Text:** There is no required textbook for this course.

**Software:** Students are allowed to choose tools and technology of their own choice.

**Attendance:** As 5% of the total grade comes from attendance, it is required to attend the classes and participate in in-class discussions.

**Canvas:** Most of the class materials will be posted in canvas. All the assignments and class project will be available in canvas with corresponding deadlines. Until mentioned otherwise, assignments and class project will be submitted via canvas. Submission guideline will be part of each assignment.

**Discussion:** I will use canvas *Discussion* to facilitate collaboration. Canvas discussion will also serve as a way to quickly get response from instructor or fellow students.

**Time to Work:** I recommend scheduling 12-16 hours a week to work on this course.

It is standard to spend two to four hours of study per week for each credit hour of a university course. Computer and programming classes typically require time in the upper range. In addition, a four credit course is usually in class for four hours a week.

**Assignments:** Students will work on assignment individually. Students are allowed to discuss the assignment or collaborate on the assignment but I expect each student to individually submit each assignment.

**Class Project:** Class project is a team project.I expect students to form a team by the end of 2nd week.Duringclass project, students will analyze, design, implement, test and deploy a software system to solve a real world problem. After 4th week, I will meet with each team individually once a week to monitor and discuss their progress. I expect the end product to be thorough, professional, usable and maintainable.

**Late Policy:** One assignment can be turned in late up to 24 hours after the due date. Late policy is not applicable to class project.

**Grading: Assignment – 5%**

**Attendance and participation – 5%**

**Class Project – 60%**

**Project management and Collaboration – 10%**

**Team Presentation – 10%**

**Group Evaluation and report – 10%**

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| --- | --- |
| **Points** | **Letter Grade** |
| Total >= 94.00% | **A** |
| 90.00% <= Total < 94.00% | **A-** |
| 87.00% <= Total < 90% | **B+** |
| 84.00% <= Total < 87% | **B** |
| 80.00% <= Total < 84% | **B-** |
| 77.00% <= Total < 80% | **C+** |
| 74.00% <= Total < 77% | **C** |
| 70.00% <= Total < 74% | **C-** |
| 67.00% <= Total < 70% | **D+** |
| 64.00% <= Total < 67% | **D** |
| 60.00% <= Total < 64% | **D-** |
| Total < 60% | **E** |

Incompletes can only be given in extraordinary circumstances.

**Class Schedule:** Class schedule and course outline will be posted in canvas. I normally release one week of material in advance. So, all the material will not be available at the beginning. Look carefully for weekly announcements.

**Syllabus Changes:** The instructor reserves the right to make any changes to syllabus. Any such changes will be notified to students both in class and via canvas

**Department Course Fee**

**/College** Course fees are designed to cover the costs of lab equipment maintenance and

**/WSU Policies:** replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors, and online instructional resources.

**Departmental Cheating Policy**

School of Computing policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct.

**Academic Honesty**

Students are expected to be familiar with the WSU Student Code and abide by it. The Code may be reviewed online at <https://www.weber.edu/ppm/Policies/6-22_StudentCode.html>

**Accommodations for Disabilities**

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary. For more information about the SSD contact them at 801-626- 6413, ssd@weber.edu, or <https://www.weber.edu/disabilityservices/default.html>

**Emergency Closure Statement**

In the event of a University emergency closure, class is cancelled. We will return to coursework after the University is open again. The course schedule will be adjusted accordingly.