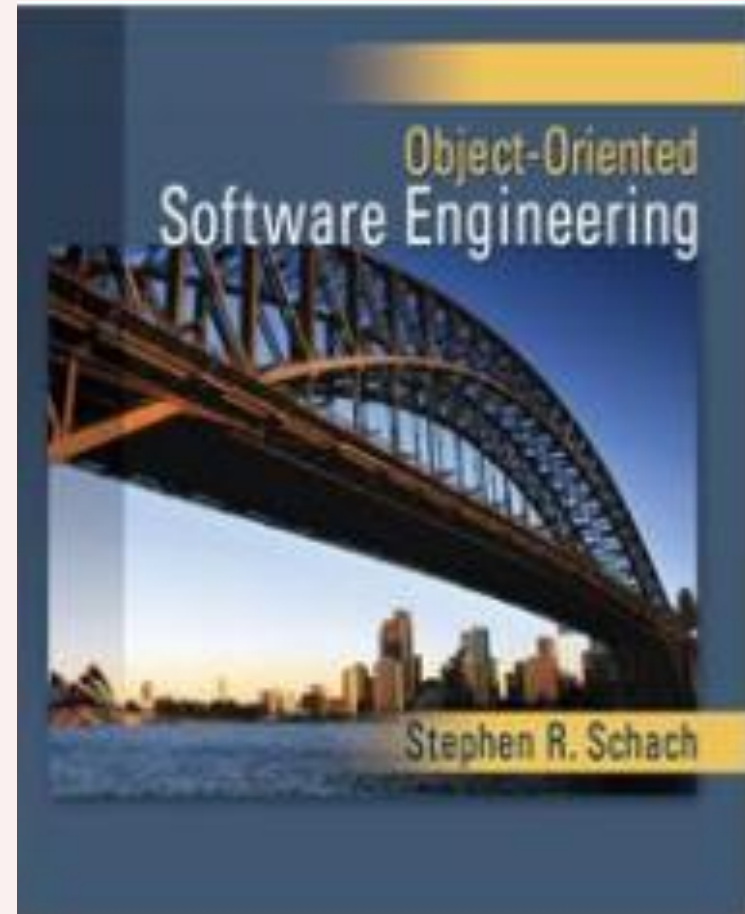




Software Engineering

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Welcome to

Software Engineering



Software Engineering

Case Study

Practices

Project Mgmt

Software Testing

Requirement Project

SW Architecture & Design Pattern

Software Engineering



Reference Book:

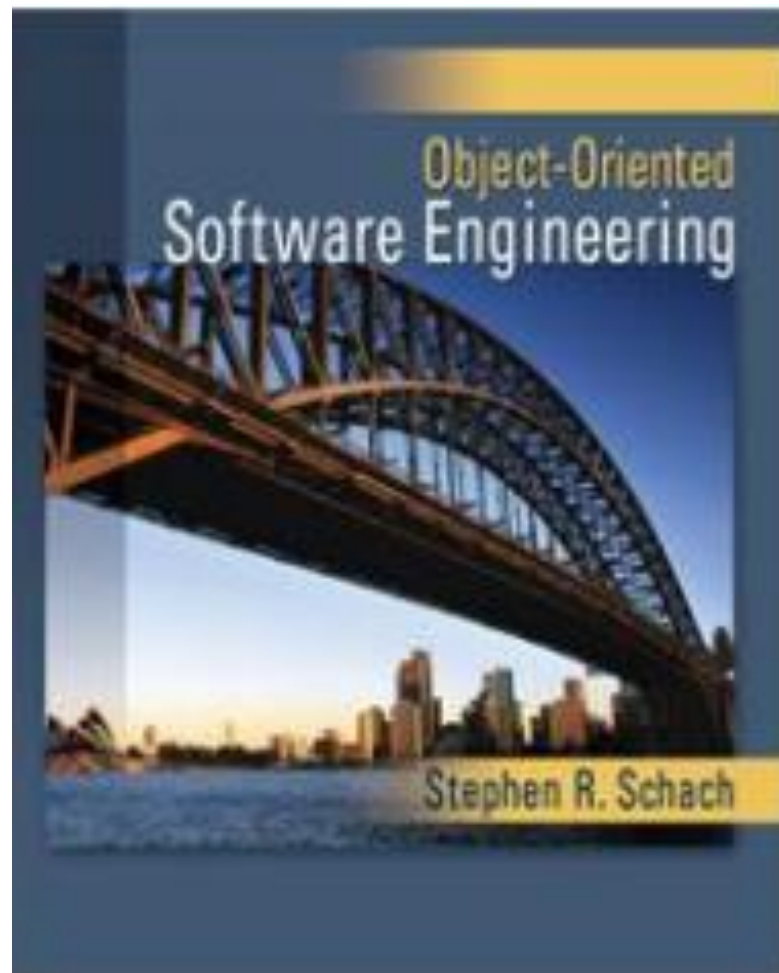
◆ *Object-Oriented Software Engineering*

(English Version)

Stephen R. Schach

面向对象软件工程

(中文版)



Software Engineering



Reference Book:

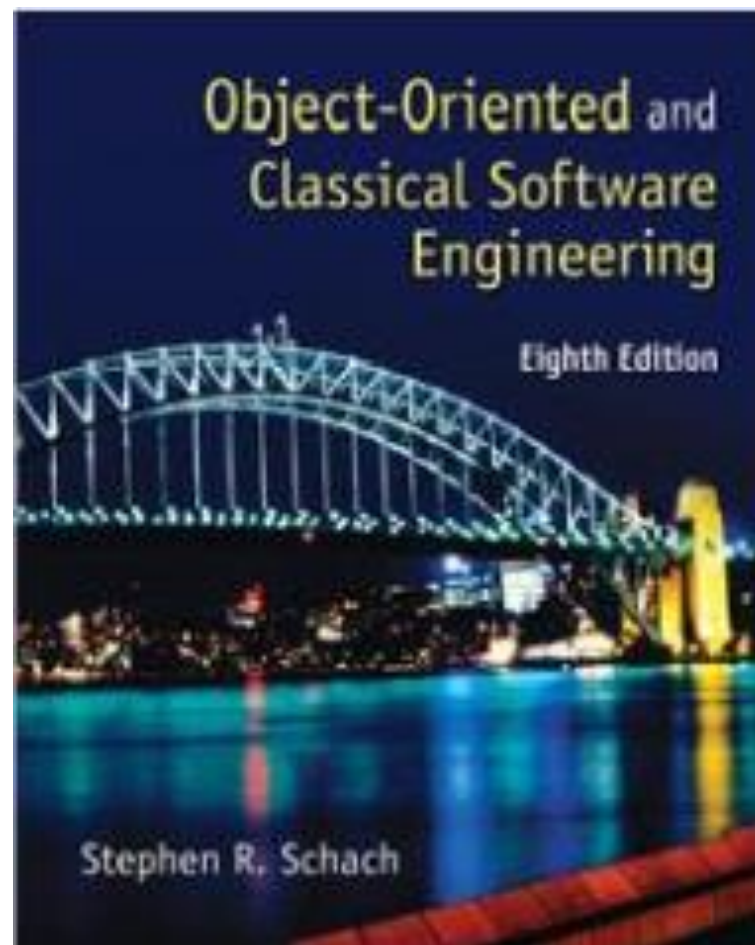
◆ *Object-Oriented & Classical Software Engineering*

(English Version)

5th~8th Edition

Stephen R. Schach

面向对象与传统软件工程
(中文版)

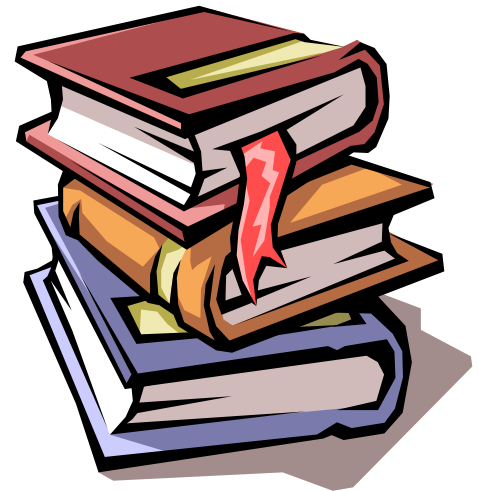


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Other Reference Books:

- ◆ **Software Engineering, 9th edition, Ian Sommerville, 机械工业出版社**
- ◆ **Software Engineering: A practitioner's Approach, 5th edition, Roger S. Pressman, 机械工业出版社**
- ◆ **Object-oriented Software Engineering ---- Using UML, Patterns and Java, 3rd edition, Bernd Bruegge, Allen H. Dutoit, 清华大学出版社**
- ◆



Software Engineering



- **Course on “software engineering”**
- **Goal ---- to deliver software that is:**
 - ◆ **On schedule**
 - ◆ **On budget**
 - ◆ **Fault-free**
 - ◆ **Meets client needs**
- **Broad scope**



Software Engineering



- ◆ **Bilingual course:**
 - **English reference book**
 - **English demo**
 - **English exam**
- ◆ **Why bilingual for SE?**
- ◆ **How to learn SE?**
 - **Learn by doing**



Software Engineering



Grading:

- ◆ **50%: final exam**
- ◆ **20%: performance on**
爱课程—中国大学MOOC平台
- ◆ **30%: team project +**
performance in class



Course Resources



- Course material is available on 爱课程—中国大学MOOC平台



中国大学MOOC



Course Resources



■ Course material is available on

➤ 辽宁省高校慕课平台

<https://uoc.upln.cn/lessons/showall>

➤ 辽宁省慕课平台（English Version）

<http://sharecourse.upln.cn/pdt/sharecourse/index.html>

Experiment ---- Team Project

- ◆ 4 ~ 5 students (including 1 girl student) / team
- ◆ 1 project / team
 - Hotel Mgmt. System
 - Dormitory Mgmt. System
 - Student Mgmt. System
 -



What to Learn ?



- 1. Introduction to Software Engineering**
- 2. Software Life-Cycle**
- 3. Requirements**
- 4. Introduction to Objects**
- 5. Object-Oriented Analysis**
- 6. Object-Oriented Design**
- 7. Implementation & Integration**
- 8. Maintenance Phase**
- 9. Software Life-Cycle Modules**



Thank You !

