

Tentative Syllabus

CS 308: Software Engineering

Fall 2025

Lecture Hours:	Mondays	10:40 – 12:30 (University Center G030)
	Fridays	09:40 – 10:30 (University Center G030)
Lab Hours:	Fridays	16:40 – 19:30 (Online)

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Software Engineering: 1) the application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software; that is, the application of engineering to software. (2) The study of approaches as in (1) " IEEE Standard Glossary of Software Engineering Terminology, 1990

DESCRIPTION

This course is an introductory-level course on the fundamentals of software engineering. One focus of this course is to provide software engineering knowledge and skills that students can put into immediate practical use. Topics covered include requirements engineering, architecting and designing software systems, quality assurance, managing software processes, and getting familiar with the state-of-the-art software development tools.

TENTATIVE PROGRAM

- week 1** Introduction to Software and Software Engineering
- week 2** Managing the Software Process
- week 3** Scrum
- week 4** Requirements Engineering
- week 5** Modeling with Classes I
- week 6** Modelling with Classes II
- week 7** Modeling Interactions and Behavior
- week 8** Software Design Patterns II
- week 9** Software Design Patterns III
- week 10** Software Design Patterns I
- week 11** Software Architecture
- week 12** Software Verification and Validation I
- week 13** Software Verification and Validation II

GRADING POLICY

	contribution (%)
Short Quizzes	10
Midterm	20
Final	20
Project	50

No makeup for the short quizzes! The average of the best $n-2$ quiz grades will be used as the final quiz grade, where n is the total number of quizzes.

Be aware that, since the term project is an integral part of the course, getting good grades in the exams and quizzes is not sufficient to pass the course! To be assessed as successful, students must significantly contribute to their project group's success.

COURSE PROJECT

Each project will be carried out using Scrum in a team.

TURN-IN and LATENESS POLICY

All the deadlines are sharp deadlines!

COLLABORATION POLICY

Project groups may discuss ideas about their projects with other groups, but they should not share any project artifacts with others (e.g., requirement documents, design documents, source code, etc.) Each group is responsible for making sure that their artifacts are well protected from others.

AI USAGE POLICY

You can make use of AI tools to support your learning process, including understanding course materials and further developing your skills. AI may also be used to assist with project work—for example, learning new technologies or troubleshooting issues encountered during development.

However, it is essential that you use AI responsibly. You are expected to:

- Fully understand any work produced with the help of AI.
- Verify the correctness and accuracy of the results.
- Ensure that the work complies with all project requirements.

Relying on AI to complete work in its entirety without your own understanding constitutes academic dishonesty and will be subject to disciplinary action.

MAKE-UP POLICY

It's simple. Do NOT miss an exam!

If you do miss an exam, no makeup exams will be granted unless you have a documented emergency situation and notify the instructor within 48 hours after the exam date.

TEXTBOOK

There is no textbook for this course. The following, however, is a list of suggested books:

- *Object-Oriented Software Engineering: Practical Software Development using UML and Java*, Timothy C. Lethbridge and Robert Laganriere, McGraw Hill, ISBN 0-07-710908-2
- *Software Engineering*, Ian Sommerville, Pearson, ISBN 0-13-394303-8
- *The Mythical Man-Month*, Frederick P. Brooks, ISBN 0-201-83585-9
- *Design Patterns*, Eric Gamma et. al., Pearson, ISBN 0-201-63361-2
- *Scrum: A Breathtakingly Brief and Agile Introduction*, C. Sims & H. L. Johnson, Dymaxion Press, ISBN 978-1-937965-04-4
- *Code Complete*, Steve McConnell, Microsoft Press, ISBN 9780735619678