

CS 4530: Fundamentals of Software Engineering

Module 1.1 Course Introduction

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Instructors



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Section 1-3, 5-6



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Section 4

Teaching Assistants

- We have around 275+ students and 18 teaching assistants.
- Their contact info and pictures are on the website

<https://neu-se.github.io/CS4530-Spring-2025/staff/>

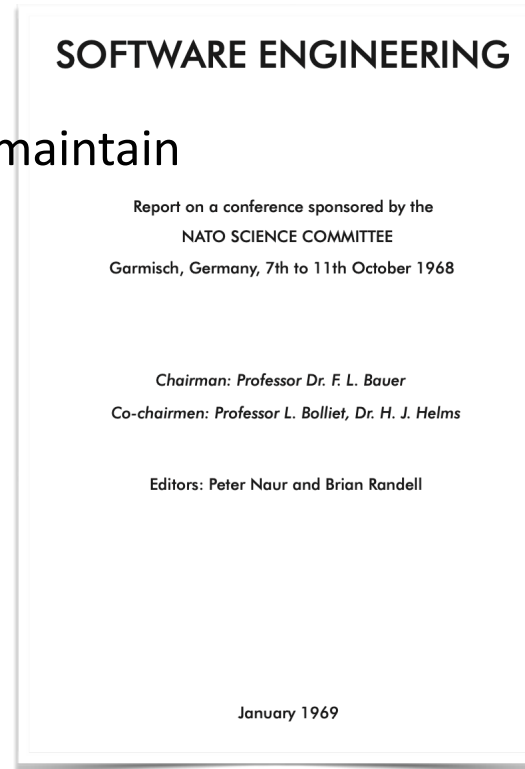
Learning Objectives for this Lesson

- By the end of this lesson, you should be able to:
 - Explain in general terms what software engineering is
 - List your weekly obligations as a student
 - List the requirements for completing the course

The idea of "software engineering" dates back to 1969

NATO conference on Software Engineering + Outcomes

- Software was very inefficient
- Software was of low quality
- Software often did not meet requirements
- Projects were unmanageable and code difficult to maintain
- Software was never delivered



A call to action:
We must study
*how to build
software*

Goal: to make software an engineering discipline

Can we discover methods to build software that are as predictable in quality, cost, and time as, for instance, those used to build bridges in civil engineering?

Software Engineering encompasses the entire software life cycle

- It should apply to the
 - design,
 - construction,
 - and maintenance
 - of large programs
 - over time.

Problem #1: Programs need to be read by people

“Any fool can write code that a computer can understand. Good programmers write code that humans can understand”

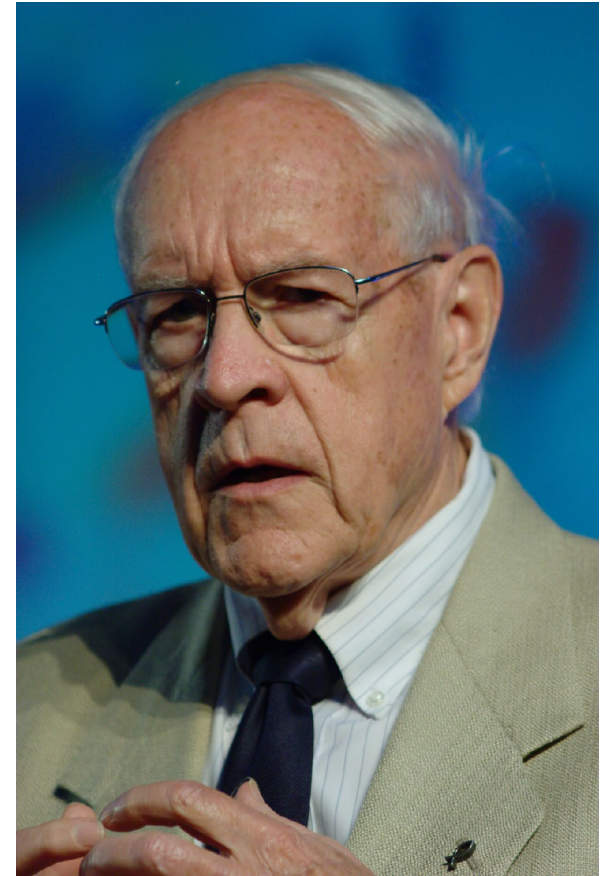
- Martin Fowler



Problem #2: People need to talk to each other

“Adding manpower to a late software project makes it later”

Fred Brooks, 1975



So, software engineering must encompass:



PROGRAMS,



PROCESSES,



AND PEOPLE

The course will cover

- Programs
 - how to write programs that people can understand and maintain
 - in a particular domain (medium-sized web application)
- Processes
 - how to divide a large project into engineering tasks
 - how to coordinate the tasks to form a coherent whole
- People
 - how to organize teams and make them function effectively.

Learning Objectives for this course:

- By the end of this course, you will--
 - Be able to define and describe the phases of the software engineering lifecycle.
 - Be able to explain the role of key processes and technologies in modern software development.
 - Be able to productively apply instances of major tools used in elementary SE tasks.
 - Design and implement a portfolio-worthy software engineering project in a small team environment that can be showcased to recruiters.

The course will be delivered through:

- In-Class materials
 - in-person (most sections) or via zoom (online section)
 - slides (available on course website)
- Practice Activities
 - these will give you practice with the technologies we will use
 - we will often start these during class
 - these will be graded
- Tutorials
 - these will give you background on key processes and technologies
 - at a greater level of detail than we can cover in class
 - much like good blog posts

Course Mechanics

- Classes will include both lectures and in-class activities.
- Be sure to bring your laptop
- 100% attendance is expected for both on-the-ground and remote sections (especially when working on activities, “work on project” sessions and demos)

Course Mechanics: Practice Activities and Tutorials

- There will often be in-class exercises to give you practice with the technologies we will use.
- Typically, will consist of structured steps that will guide you through a typical task
- Each instructor will use **individual approach** to grade in-class activities.
- In addition, there will be **tutorials** posted on the web.
- These will extend the in-class materials.

Course Deliverables

- First, an individual project, which we will assign. This is to be done **individually**.
 - divided into 2 deliverables.
 - this counts for 30% of course grade
- Then a **group** project, done in teams of about 4 people
 - this counts for 40% of course grade
- There will be an exam during 1st lecture **after Spring Break** (i.e., on Mar 10 - 12 - Week 10). There will not be a final exam. Check Calendars
- Completion of activities or laboratory exercises (10%)

Technology

- We will use:
 - TypeScript as implementation language
 - Jest as Testing Framework
 - Visual Studio Code as our IDE
 - React for webapps
 - GitHub Projects for Project Management
 - GitHub Actions / Netlify / Heroku / Render for CI/CD
 - Also, other miscellaneous tools

Project Codebase and you

- We will be working on a project called **Fake Stackoverflow**
- The individual projects will help you become familiar with the codebase.
- The team project will be a new feature that you will propose.
 - Instructors form the teams **with** your input.
- Further breakdown of team project grade (i.e., 40%) is:
 - Planning (20%)
 - Process (20%)
 - Product (40%)
 - Reports (20%)
- Peer evaluations (surveys) may be utilized, and individual contributions **WILL** impact your project grade (between 0-100%).

Grade Appeal Policy

- If you have concerns regarding the grading of your work, please let us know right away.
 - We provide mechanism for you to request regrades for all work submitted
 - Do **not** post on Piazza or email your TA or instructor
 - All regrade requests must be submitted within **7 days** from your receipt of the graded work.
 - If your regrade request is closed and you feel that the response was not satisfactory, you may appeal to the instructor via email within 48 hours

Late Policy

- Your work is **late** if it is not turned in by the deadline.
 - 10% will be deducted for late individual work turned in within 24 hours after the due date
 - Individual work submitted more than 24 hours late will receive a zero.
 - If you're worried about being busy around the time of a HW submission, please plan ahead and get started early.
 - No late submissions allowed for any **group work**
 - If you have an accommodation from Disability Access Services (previously DRC), you must request it from the instructors separately for each assignment or exam.
 - DAS or DRC Accommodations are usually NOT available for Group Assignments (please work with instructor)

Academic Integrity (1)

- Students must work individually on all homework assignments.
- We encourage you to have high-level discussions with other students in the class about the assignments, however, we require that when you turn in an assignment, it is only your work. That is, copying any part of another student's assignment is strictly prohibited.
- If you steal someone else's work, you **fail** the class.
- You are responsible for protecting your work. If someone uses your work, with or without your permission, you **fail** the class.

Academic Integrity (2)

- You are free to reuse small snippets of example code found on the Internet (e.g., via StackOverflow) provided that it is attributed.
 - Use of Github co-pilot is **permitted**
 - Use of Generative AI (eg Chat GPT, Claude, etc.) is **prohibited**
- If you are concerned that by reusing and attributing that copied code it may appear that you didn't complete the assignment yourself, then please raise a discussion with the instructor.
- If you are in doubt whether using others' work is allowed, you should assume that it is NOT allowed unless the instructors confirm otherwise.

Communication

- Course web page (<https://neu-se.github.io/CS4530-Spring-2025>)
 - **Canvas** will mirror the course web site.
 - Assignments, important notices, etc., will appear in both places.
- Piazza (see Canvas for link)
 - Questions about content, policies, assignments, projects, etc. are better asked on Piazza, so everybody gets the same answers.
- Contacting the Instructor
 - For private questions about your individual situation, please email the instructor directly (do NOT use Canvas messages – they may not get through to the instructor)
 - Please put CS4530 in the subject line so your message does not get overlooked
- Office Hours
 - Schedule is available at (<https://neu-se.github.io/CS4530-Spring-2025/staff/>)
 - TA Office Hours are held via **Khoury Office Hours App**

Review

- Now that you've studied this lesson, you should be able to:
 - Explain in general terms what software engineering is
 - List your weekly obligations as a student
 - List the requirements for completing the course