CSE053 Software Engineering
Lecture #0: Syllabus

Software engineering laboratory
Yeungnam university

1. 강의소개

- **Course description**
  - In this course, we will learn the basic concepts of software engineering and the software engineering techniques that could be classified as 2 parts:
    - Technical part (requirement elicitation, analysis, design, implementation, testing, and maintenance)
    - Managerial part (configuration management, software engineering management, Process, tool and methodology, and quality)

2. 수업목표

- **Class objective**

  - **This course is aimed to study concepts of software engineering that a good software engineer should always have.**

  - **Software engineers are trained in all aspects of the software life cycle, from specification through analysis and design, to testing, maintenance and evaluation of the product.**

  - **This course is aimed at helping students to build up an understanding of how to develop a software system from scratch by guiding them through the software development process.**

3. 수업진행방법

- **Progress plan**

  - This course will proceed by way of <u>lectures</u> and <u>course projects</u>.

  - A major component of the course is a software development project. For this purpose, during the first 2 weeks of the course, you will form <u>project teams</u>.

    - During the semester, the project team will work together through the full development life-cycle, from understanding the requirements to delivering a functioning product, and making a series of presentation of the work.

4. 중요교재 및 문헌

- **Textbook and other references**

  (1) Ian Sommerville, Software Engineering, 10th Edition, Pearson.

  (2) Ian Sommerville, Engineering Software Products: An Introduction to Modern Software Engineering, Pearson.

  (3) Shari Lawrence Pfleeger and Joanne M. Atlee, Software Engineering: Theory and Practice, 4th Edition, Pearson.
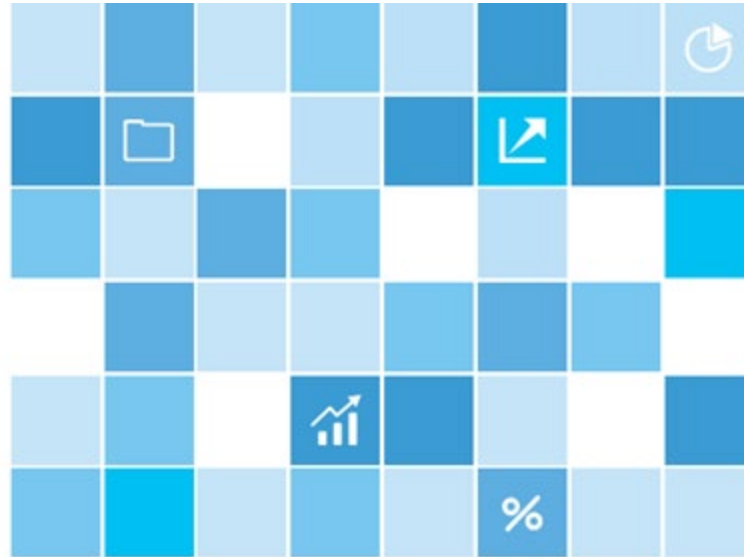
5. 수업의 효율성 제고를 위한 기타사항

- **It is assumed that students are familiar with the Object-oriented languages (e.g., Java, C++ etc).**

- **It is assumed that students have the skills for good object-oriented design and programming.**

- **If you miss the due date of an assignment or project, there will be a penalty of points off.**

- **The instructor reserves the right to change the grading policy if needed.**

- **A leave of absence is a type of withdrawal and is available for students wishing to take time away from the university with the intention of returning the following semester.**

- **TA: Dong-Gun Lee, #230 in the IT hall, dklee77@ynu.ac.kr**

6. 학습평가

- **The grading scheme is as follows:**
  - **Midterm: 25%**
  - **Final exam: 35%**
  - **Assignments and projects: 40%**
  - **Participation: one point will be deducted for each absence**

- **Please note that copying all or part of another person's work (including exams), or using reference material not specifically allowed, are forms of cheating. In this case, you will get a final grade of F for the course, even if you have successfully and, presumably, honestly passed the remaining portion of the course.**

About course project

- **Team Project 로 진행**

- **Team Project 주제: 자유주제**

- **Team Project size: 약 Class 30개 정도의 규모**

- **팀원은 6명 기준 (5~7명)**

- **SW Process의 단계별 문서 제출**

- **문서 수정시 관련 문서 함께 update 필요**

- **보고서 및 산출물 분량 제한은 없음**

- **산출물 관리를 위한 GitHub 사용 의무화**

Thank You