Tentative Syllabus
CS 308: Software Engineering
Spring 2020

Lecture Hours:	Mondays	11:40 – 13:30 (online)
	Thursdays	09:40 – 10:30 (online)
Lab Hours	: Thursdays	16:40 – 19:30 (online)

Zoom https://sabanciuniv.zoom.us/j/98521944994?pwd=N1VFcUdkOGJEcEROb DdiZlpuSDFEQT09
(for both the online lectures and instructor's office hours)

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Office Hours: Wednesdays 10:40 – 12:30 (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 Terminolgy,1990*

DESCRIPTION

This course is an introductory level course to 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 process, 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 makeups 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 by using Scrum in a team of 6 students.

TURN-IN and LATENESS POLICY

Project progress demos and assignments (if any) may be turned in up to 24 hours late with 15% penalty, or 24 to 48 hours late with 35% penalty. No assignments will be accepted more than 48 hours late for any reason!

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 in making sure that their artifacts are well protected from others.

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

Object Oriented Software Engineering: Practical Software Development using UML and Java (2nd edition), Timothy C. Lethbridge and Robert Laganiere, McGraw-Hill, 2005, ISBN 0-07-710908-2

The textbook (which can be purchased online at https://www.homerbooks.com/urun/object-oriented-software-engineering) is just for the reference; **the course material significantly deviates from the textbook!**

RECOMMENDED BOOKS

- *The Mythical Man-Month*, Frederick P. Brooks, ISBN 0-201-83585-9
- *Design Patterns*, Eric Gamma et. al., ISBN 0-201-63361-2
- *Scrum: A Breathtakingly Brief and Agile Introduction*, C. Sims and H. L. Johnson, ISBN 978-1-937965-04-4
- *The Elements of Scrum,* C. Sims and H. L. Johnson, ISBN 978-0-9828669-1-7
- *Code Complete (2nd edition)*, Steve McConnell, ISBN-13: 9780735619678
- *Death March (2nd edition),* Edward Yourdon, ISBN 0-13-748310-4