CSCI 462 001 Software Engineering Practicum Spring 2011

Syllabus

Instructor:

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Office hours: MTWRF: 11:00 – Noon or by appointment

Class place and time:

Classroom: JC LONG 219 Time: TR 1:40 – 2:55 PM

Catalog description:

CSCI 462 Software Engineering Practicum - This course provides hands-on experience in the practice of group-based software development. Student teams utilize development tools and techniques to implement software solutions to moderately complex problems. This project-based component provides a framework in which students gain both understanding and insight into the application of software engineering principles.

Prerequisites: CSCI 230 and either CSCI 360 or CSCI 362

Required text:

NONE

Required Conference:

POSSCON all day on either or both of 24, 25 March 2011
an alternative written assignment will be provided

Electronic Resources:

1) Class website
2) Software Engineering Body of Knowledge (SWEBOK)
3) Google Scholar; Google Documents: http://docs.google.com ;
4) The College of Charleston Libraries supply free full access to a wide range of electronic resources, including the ACM Digital library and the IEEE Computer Society Journals.
5) CofC: Career Center, Cistern Online, Center for Student Learning

Learning Objectives:

The principal objective of this course is to prepare you for your career as a software engineer and/or software architect by providing practical experience as team-based contributors to existing open source development projects. Other objectives include the exploration and understanding of intellectual property issues, an understanding of the dynamics of team-based development, and the development of an awareness of the ethical and cultural issues inherent in software development.

Professional Development:
I highly recommend that you join either the Association for Computing Machinery (ACM = $19 for a student) or the Institute of Electrical and Electronics Engineers (IEEE) Computer Society. Both offer student memberships. We have a College of Charleston student chapter of the ACM, which you are encouraged to join and attend. In your professional career as a software engineer / architect, your employers will likely expect you to maintain one or the other of these memberships.

Attendance, class participation, online presence, and oral presentations:
Your active participation in class will lead to your success and your team's success. You are required to maintain a personal blog and a team wiki where you record your progress and work artifacts, and that will be used to evaluate your work. I expect you in class on time and well-prepared by having read the assigned readings, performed the assigned tasks, and updated your personal blogs and team wikis. Each student will give oral presentations on demand during the semester and an oral presentation as part of their team's final report.

Homework and assignment policy:
All individual and team assignments are due when specified on the class website. I will also specify how you must name and submit each assignment as appropriate. Each assignment must be professional in content and appearance. Your blogs and wikis are on-going assignments that you organize and maintain in a professional manner.

Team projects:
Students will form into teams on the first day of class. Various team projects will be assigned during the semester. Teams will arrange to work outside of class.

Disabilities:
If you have a documented disability and approval to receive accommodations through SNAP Services, please contact me during my office hours or by appointment.

Student Conduct:
I expect you to abide by The College of Charleston Student Handbook, which includes sections on conduct and the Honor Code. If you have a question about how to interpret the Honor Code, ask before acting! I encourage collaboration on assignments and projects, but you must document the collaboration with the names of your collaborators on the assignment.

Grading scale:

Exceptional :	A	perform all work on time with good quality PLUS initiative
Adequate:	B	perform all work on time with good quality
Poor:	C	consistently miss deadlines and/or poor quality
Else:	F	