

Course Description

Computer Science Department, College of Charleston

Course Number: CSCI 362

Course Title: **Software Engineering**

Course Coordinator: **Bowring**

Catalog Description

This course examines the discipline and practice of software engineering, providing historical and contemporary views, while examining software development process models with emphasis on the pertinent roles, activities, and artifacts present at each stage of development. Related ethical issues are explored. Lectures three hours per week.

Prerequisite: CSCI 230. Prerequisite or co-requisite: COMM 104

Prerequisites by Topic

OO Programming: Java or C#

Familiar with classes, abstract classes, interfaces, polymorphism

Writing skills for design documentation

Oral communication skills

Major Topics Covered in the Course (Required Topics)

- 1. Documentation: continuous and agile
- 2. Ethical issues
- 3. Teamwork
- 4. Socio-Technical systems
- 5. Dependability and security
- 6. Software development processes
- 7. AgileSoftware Development
- 8. Requirements Engineering
- 9. System Modeling
- 10. Software Testing
- 11. Software Evolution

Course Narrative

The principal objective of this course is to prepare students for careers as software engineers or software architects by exploring historical and contemporary issues in Software Engineering (SE). These issues include: SE and its relation to computer science and other engineering disciplines, SE licensure and certification, socio-technical systems, safety-critical systems, ethical issues in SE, SE methodologies, development theory, and practice, SE team dynamics, SE project management, SE emerging technologies. Upon completion of this course, students will have a working knowledge of these areas based on extensive readings, research, writing, and speaking assignments. Students will also gain critical skills to analyze and assess SE processes and artifacts and to think holistically about software engineering.

Laboratory projects

Students will work on a term team project to engineer a testing framework for an open-source project that will evolve with the material learned in class. The approach is agile and iterative, so all work is "live" and continuously improved.

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Course Outcomes

Upon successful completion of the course, students will be able to:

Course Outcomes	Program Outcome Linkage
Describe the ethical issues associated with software	
engineering especially with regard to the ACM SE Code of	
Ethics.	e, g, h
2. Describe the nature of socio-technical systems	
illustrated with instances of success/failure resulting from	
SE practices.	e, g
3. Work in teams to engineer a testing framework.	a, b, c, d, f, i, j, k
4. Explain functional, non-functional, and data	
requirements with attention to the importance of availability,	
reliability, safety, and security.	b, i
5. Explain the concepts of software processes and process	
models with examples.	b, i
6. Model systems using UML context diagrams, use cases,	
state diagrams, sequence diagrams, and class diagrams.	a, b, i, j
7. Describe the purposes and stages of testing and test-	
driven development.	b, j
8. Explain the nature of software evolution and the types	
and cost profiles of maintenance strategies.	g, i, j
9. Explain the benefits and problems associated with reuse.	g, i, j
10. Describe the key issues to be considered in designing	
and implementing distributed software systems including	
web services and standards, and SOA.	a, b, i, j
11. Describe the responsibilities of project managers	
especially re: risks and teams.	c, e, g, h
12. Describe the basics of project planning, quality	
management, standards, reviews, and inspections.	b, e, g, i
13. Explain the basics of change and version management.	b, i
14. Explain the basics of process improvement.	b, i
15. Write analyses of topics in software engineering.	f

Oral and Written Communications

Every student is required to submit at least <u>6</u> written reports (not including exams, tests, quizzes, or commented programs) of typically <u>2</u> pages and to make <u>1</u> oral presentations of typically <u>5</u> minute's duration. Material is graded for grammar, spelling, style, technical content, completeness, and accuracy.

Notes: N/A

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