

SOFTWARE ENGINEERING

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SOFTWARE ENGINEERING

- General definition: A process of analyzing user requirements and then designing, building, and testing software application which will satisfy those requirements.
- IEEE definition: The application of a systematic, disciplined, which is a computable approach for the development, operation, and maintenance of software.

SOFTWARE

- Desktop Application
- Web-based Application
- Mobile-based Application
- Embedded Application
- ...

CONTENTS

1. SOFTWARE ENGINEERING PRINCIPLES
2. GROUP PROJECT

GROUP PROJECT

1. Weekly meeting
2. Occasional talks on the working topics
3. Each group **MUST** submit two progress reports within the 5th and 10th week, and do a final presentation at end-term.

Note: Find good partners for better colab.

GROUP PROJECT

PROJECT TO CONSIDER

1. Campus events management: An app/portal via which students manage to find events on campus, with famous-person and free-food filters.
2. Thesis registration: An app that helps professors and students to choose thesis topic.

Note: Groups are welcome to propose another topic, which needs advisor confirmation.

BOOK & MATERIALS

1. R. S. Pressman, B. R. Maxim, Software Engineerings. Mc-Grow Hill Education, 8th Edition, 2015.
2. Ian Sommerville, Software Engineering. Pearson, 10th Edition, 2016.
3. Nhập môn công nghệ phần mềm. Bài giảng của Khoa CNTT, Học viện CNBCVT

ASSESSMENT CRITERIA

- δ Participation: 10%
- δ Group project: 20%
- δ Mid-term: 10%
- δ End-term 60%

Note: Group project is extremely important. Fail to contribute in group project leads to not being allowed to take end-term exam.