## 《软件工程》教学大纲

### 一、课程基本信息

开课单位:	信息科学与技术学院	课程代码:	CS132
课程名称:	软件工程	英文名称:	Software Engineering
学分:	4	学时:	64
授课对象:		授课语言:	中英文
先修课程:			

### 二、课程简介和教学目的

在实际应用中,复杂软件通常由一个团队分工合作完成。软件工程是研究如何在团队合作中提升软件开发效率,减小沟通成本的一门学科。在本课程中,同学们将通过课程及项目实践理解如下知识与技能:

什么是软件工程?为什么叫软件"工程"而不是软件"科学"?

软件开发周期中的步骤及分工

如何利用需求分析将用户需求分解为软件需求

如何在开发过程中维护软件可追溯性,确保软件需求被完整的实现

如何利用软件测试与验证保证软件的安全性与正确性

如何在保证可追溯性的前提下对原有软件进行修改

### 三、教学内容、教学方式和学时安排

本课程的教学和实践主要分为如下几个阶段:

- 阶段1:软件工程简介了解软件工程基本原理以及应用场景风险管理在软件生命周期中的应用
- 阶段2:基于模型的软件开发流程如何建立软件模型如何为软件运行环境建立模型利用模型验证提供早期软件正确性证明软件测试原理利用模型生成软件测试集利用模型生成代码
- 期中考试
- 阶段3:项目实践与团队合作通过项目实践的方式体验团队合作中不同角色

## 四、考核方式和成绩评定

作业 40%

期中考试 20%

课程项目 40%

\*由于疫情影响,该安排会根据学生返校时间进行调整,以最后邮件通知为准。

### 五、推荐教材

书名 作者 译者 出版社 出版时间 ISBN

六、参考书目

书名 作者 译者 出版社 出版时间 ISBN

## 七、其他说明

# 八、教师信息和开课单位审核意见

授课教师	(签名)	邮箱	jiangzhh@shanghai tech.edu.cn
	年月日	电话	

开课单位审核意	(签名)
见	年 月 日

# **《**Software Engineering**》** Syllabus

#### 1.Basic course information

unit:	School of Information Science and Technology	course code:	CS132
course name:	软件工程	course name:	Software
			Engineering
credits:	4	period:	64
teaching		teaching	Chinese and
object:		language:	English
previous			
course:			

### 2. Course introduction and teaching purpose

Complex software is often developed by a team in real-world applications. Software engineering studies how to improve efficiency and reduce communication cost during cooperative software development. In this course, students will learn the following knowledge and skills:

What is software engineering? Why it is called software "engineering", not software "science"? Software life cycle

How to use requirement engineering to disassemble user requirements into software specifications

How to maintain traceability during software development, so that software requirements are fulfilled

How to modify existing software while maintaining traceability

Good coding and documentation practice

#### 3. Teaching content, teaching method and teaching time arrangement

This course is divided into several stages:

Stage 1: Introduction to software engineering

Basic principles of software engineering and application scenarios

Stage 2: Model-based software development

How to build models for software

How to build models for the environment of software

Use model checking to provide early software validation

Software testing techniques

Generating software test suite from software model

Generating code from software model

Mid-term exam

Stage 3: Good coding and documentation practice

Stage 4: Projects

Experiencing different roles in a team during software development

Final presentation

#### Final exam

# 4. Assessment methods and performance evaluation

Homework 20% Midterm 20% Final exam 20% Project 40%

## 5.Other instructions

# 6. Teachers' information and audit institute

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teacher	/ / /	telephon e	
Institute of audit opinion	/ / /		(signature)