CS 3750 Software Engineering 2

Instructor: Arpit Christi

Email: **Use class canvas to communicate**

Office Hours:

Monday 10:30 AM to 12:30 PM EH 368 or Online
Monday 6:00 PM to 8:00 PM Online
Wednesday 10:30 AM to 12:30 PM EH 368 or Online
Other time – By appointment.

Online meetings will be conducted using zoom video conferencing. Details of the zoom meeting will be available in Canvas.

Course Objectives: This course provides students with an opportunity to bring the knowledge acquired throughout the program together and apply it to build a comprehensive software system. Students will analyze a real-world problem and propose a software solution to the problem. They will perform requirements analysis, design, implementation, testing and deployment of the system. Students can choose the technology and tools of their choice to build the software system. The course emphasizes working in a team environment, assuming different software professional roles at different times. The course focuses on developing and advancing professional skills like project management, scheduling, collaboration, and communication. At the end of the course, students are better equipped to be part of a professional software development team.

Text: There is no required textbook for this course.

Software: Students are allowed to choose tools and technology of their own choice.

Participation: As 5% of the total grade comes from participation, it is required to contribute to participation discussions. **For online CS3750**, it is mandatory to finish and submit all the activities termed as “In-Class Activity” or “Participation Activity”.

Canvas: Most of the class materials will be posted in canvas. All the assignments and class project will be available in canvas with corresponding deadlines.

Until mentioned otherwise, assignments will be submitted via canvas. Submission guideline will be part of each assignment. The class project will be submitted using GitHub.

Discussion: I will use canvas *Discussion* to facilitate collaboration. Canvas discussion will also serve as a way to quickly get response from instructor or fellow students.

Time to Work: I recommend scheduling 12-16 hours a week to work on this course.

It is standard to spend two to four hours of study per week for each credit hour of a university course. Computer and programming classes typically require time in the upper range. In addition, a four-credit course is usually in class for four hours a week.

Assignments: Students will work on assignment individually. Students are allowed to discuss the assignment or collaborate on the assignment, but I expect each student to individually submit each assignment.

Class Project: Class project is a team project. I expect students to form a team by the end of the 2nd week. During class project, students will analyze, design, implement, test and deploy a software system to solve a real-world problem. After the 3rd week, I will meet with each team individually once a week to monitor and discuss their progress. I expect the end product to be thorough, professional, usable and maintainable.

Weekly Sprint: Each project group will meet with the instructor for weekly sprint meeting for half an hour starting from Week 3. The project team will schedule the weekly sprint meeting time with the instructor.

Late Policy: One assignment can be turned in late up to 24 hours after the due date. Late policy is not applicable to class project.

Grading:

Assignment – 5%
Participation – 5%
Class Project – 70% (60 group grade, 10 individual grade)
Project management and Collaboration – 15% (10 group, 5 individual)
Peer Evaluation – 5%

Points	Letter Grade
Total >= 94.00%	**A**
90.00% <= Total < 94.00%	**A-**
87.00% <= Total < 90%	**B+**
84.00% <= Total < 87%	**B**
80.00% <= Total < 84%	**B-**
77.00% <= Total < 80%	**C+**
74.00% <= Total < 77%	**C**
70.00% <= Total < 74%	**C-**
67.00% <= Total < 70%	**D+**
64.00% <= Total < 67%	**D**
60.00% <= Total < 64%	**D-**
Total < 60%	**E**

Incompletes can only be given in extraordinary circumstances. The policy for incomplete can be found at PPM4-19, 3.5.
https://www.weber.edu/ppm/Policies/4-19_GradingPolicies.html

For the success of a software development project, effective participation of each team member is essential. I expect all the team members to share almost equal responsibility while working on the class project. You need to participate in group meetings and communicate with your team members regularly.

If a student (1) does not complete the assigned responsibility *consistently* and/or (2) does not communicate with the team members *regularly and effectively*; either the instructor or other team members can initiate the process of "firing a team member". Under this policy, the instructor will give a written warning to the student. If the student fails to improve and similar behavior is repeated, the student will be asked to leave the team. After leaving a team, the student will have to finish the group project alone.

Group Grade: I prefer to grade the entire group the same for group grade. For class project 60 points is group grade and for project management 10 points is group grade. The instructor reserves the right to grade the team members separately under exceptional situations.

Final Demo: Final project demo is considered a public event. The instructor will post an invitation to the department. If a group or a particular student do not want a public demo, they can request it.

Class Schedule: Class schedule and course outline will be posted in canvas. I normally release one week of material in advance. So, all the material will not be available at the beginning. Look carefully for weekly announcements.

Syllabus Changes: The instructor reserves the right to make any changes to syllabus. Any such changes will be notified to students both in class and via canvas.

Department /College /WSU Policies:

Course Fee

Course fees are designed to cover the costs of lab equipment maintenance and replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors, and online instructional resources.

Departmental Cheating Policy

School of Computing policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct.

Academic Honesty

Students are expected to be familiar with the WSU Student Code and abide by it. The Code may be reviewed online at https://www.weber.edu/ppm/Policies/6-22_StudentCode.html

Accommodations for Disabilities

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary. For more information about the SSD contact them at 801-626- 6413, ssd@weber.edu, or https://www.weber.edu/disabilityservices/default.html

Emergency Closure Statement

In the event of a university emergency closure, class is cancelled. We will return to coursework after the University is open again. The course schedule will be adjusted accordingly.

School Of Computing Policies

Additional CS department policies are available here. Please read carefully

https://weber.instructure.com/courses/591226/pages/syllabus-language-soc-policies-2

WSU Policies

Please go through the following university-wide policies for students. It is available in the course Canvas in *Start Here* module.

https://weber.instructure.com/courses/591226/pages/campus-policies-fall-2024