

Welcome to IT 320

Practical Software Engineering

Fall Semester 2022
First Semester 1444 H

IT 320 Teaching Team

Lectures:

- **Dr. Rana Alkadhi**
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Lab and Tutorial:

- **I. Nora Al-Madi**
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Course information

- 4 credit hours
 - 3-hours lectures per week
 - 2-hours lab per week
 - 1 hour tutorial per week
- Pre-requisites and co-requisites:
 - IT 312: Web Applications Engineering.
 - IT 214: User Experience Design.
- All course content and announcements will be on LMS.

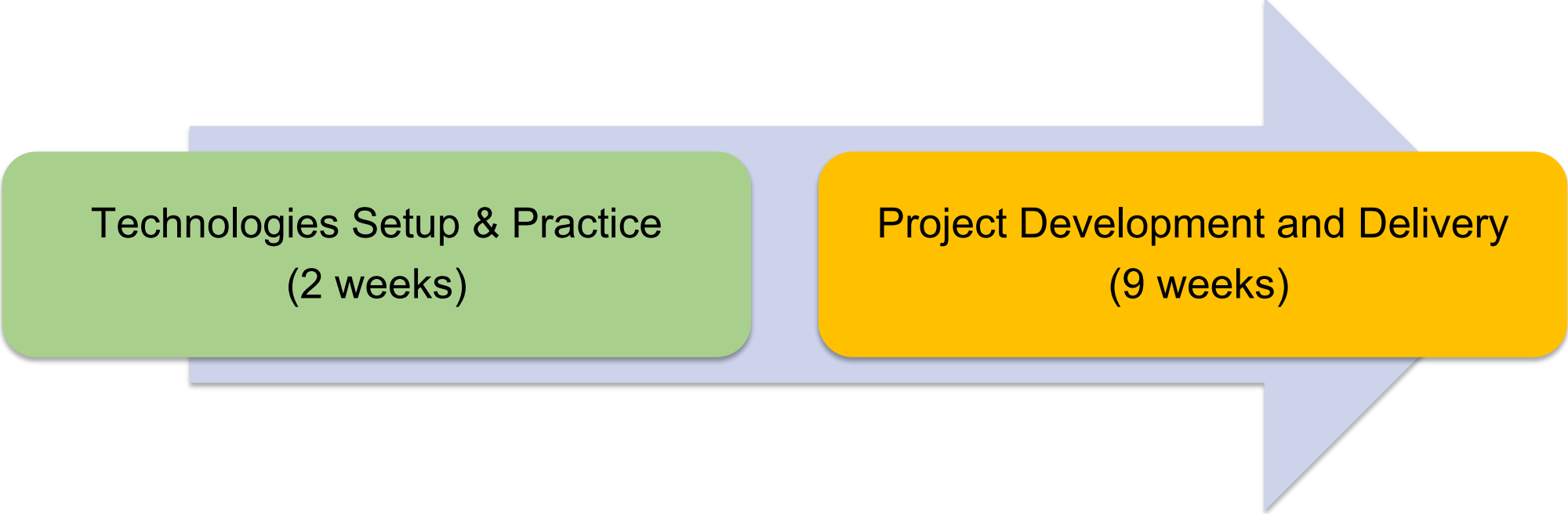
Course Learning Outcomes (CLOs)

- Describe the different development software models, specifications, and approaches.
- Prepare the software requirements specification document for a project.
- Analyze user needs and produce the appropriate UML analysis diagrams.
- Evaluate architecture design; patterns and styles and software evolution process required for a given IT problem.
- Implement and evaluate a computer-based system.
- Demonstrate the ability to work together.
- Develop and empower the presentation skills.

Course Regulations and Policy

- Students should attend in their registered sections of lectures.
- Include your subject in any emails (e.g, [IT320] Questions); Urgent emails (e.g, [IT320] Questions *Urgent*)
- Academic dishonesty is strictly prohibited, and both parties will be penalized.

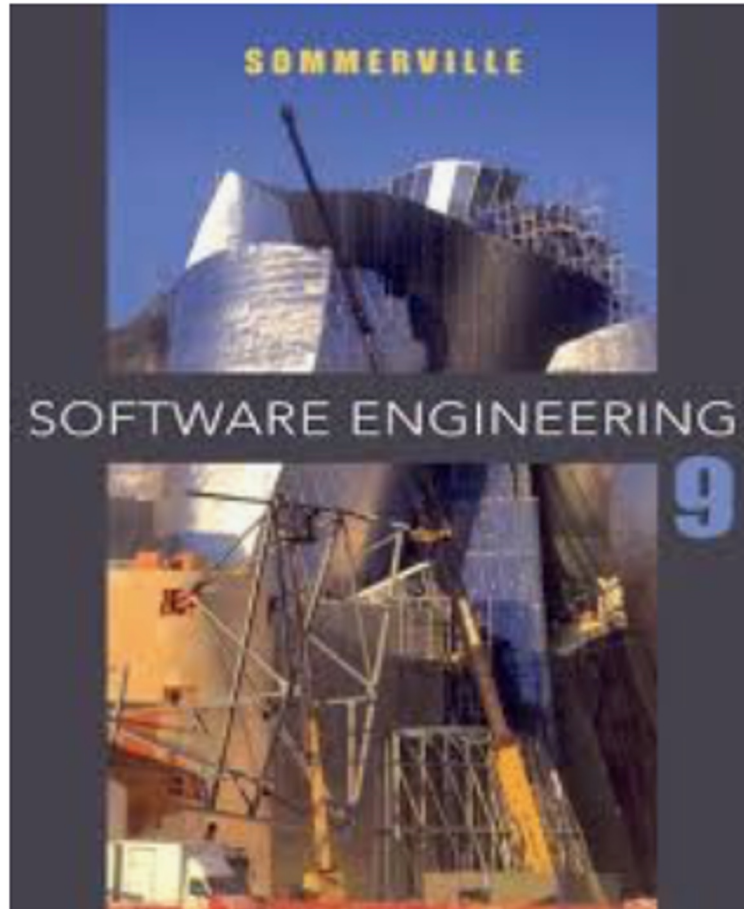
Lab Structure (Project)



Technologies Setup & Practice
(2 weeks)

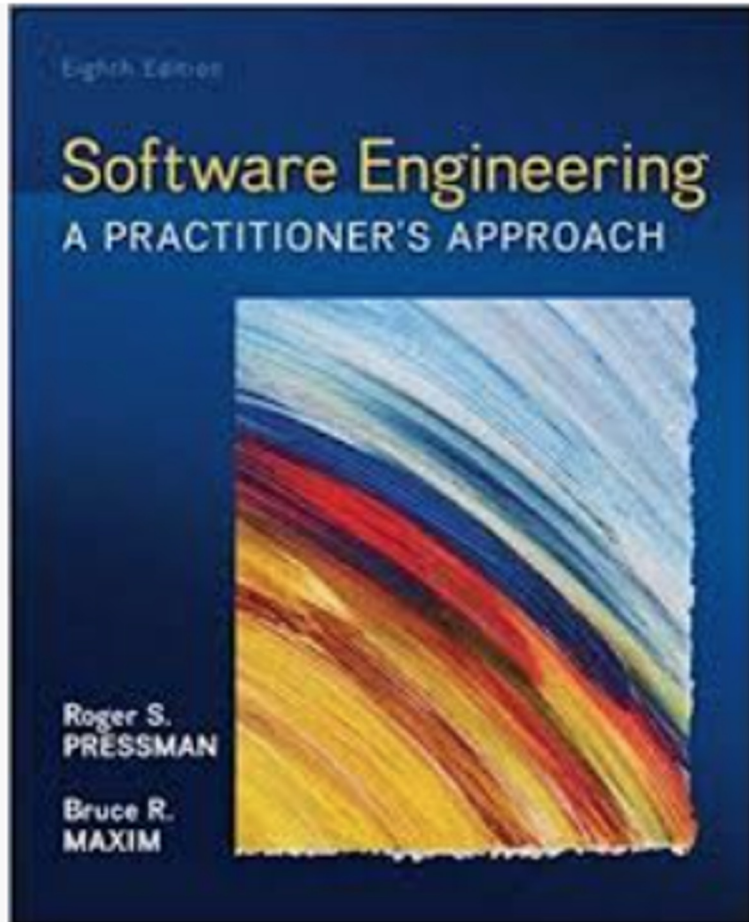
Project Development and Delivery
(9 weeks)

Textbooks



Software Engineering,
By I. Sommerville,
Pearson International 9th
Edition 2011.

Textbooks



Software Engineering, A Practitioner's Approach

By R S. Pressman

MacGrawHill, 7th edition.

Grade Distribution

- **Year Work: 60%**
 - Quizzes: 15%
 - Midterm: 25%
 - Project and Lab : 20 %
- **Final Exam: 40%**

Thank you 