ECE.650

Methods & Tools for Software Engineering (MTSE)
Fall 2018

Prof. Alireza Sharifi

Acknowledgement

Prof. Mahesh Tripunitara

Prof. Werner Dietl

Prof. Arie Gurfinkel

Course Time and Location

Date: Thursday

Location: E7 4043

Time: 5:30 – 8:20 PM

Instructor and TA

Instructor

- Prof. Alireza Sharifi

Teaching Assistant

- Hari Govind Vediramana Krishnan (hgvedira@uwaterloo.ca)

Course Web Page

- LEARN: https://learn.uwaterloo.ca

GitHub Page

- https://classroom.github.com/classrooms/43007414-uwaterloo-ece650
- https://github.com/ece650fall18

Topics

Software systems (~40%)

- systems programming and operating systems, scripting, system calls, libraries, compilers, ...

Mathematical logic (~15%)

- propositional logic, syntax, semantics, entailment, deduction and the use of logic in software

Algorithms and Data structures (~45%)

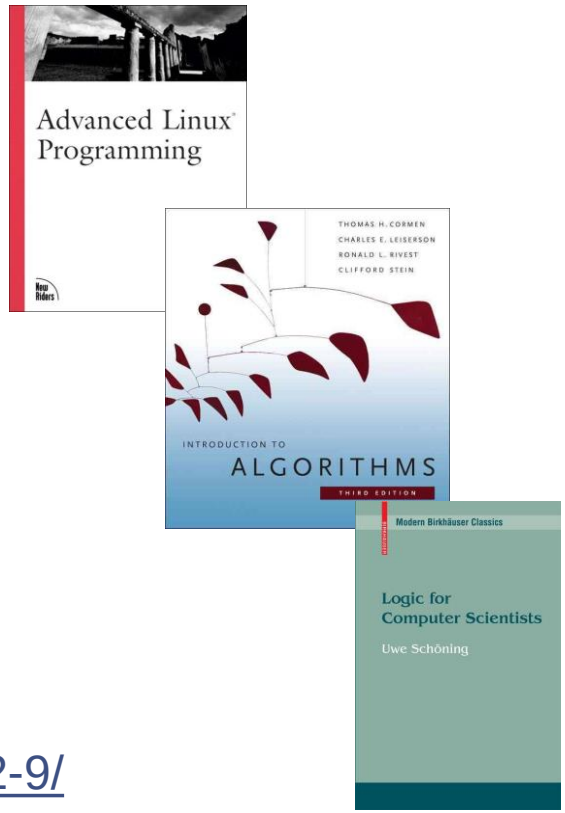
- stacks, heaps, trees, and graphs, …
  algorithms to manipulate them

Textbooks

No textbooks are required

Material will be based on:

- Advanced Linux Programming
  http://www.advancedlinuxprogramming.com/
- Introduction to Algorithms, Cormen et al., 2nd edition
  http://lib.uwaterloo.ca/
- Logic for Computer Scientists
  http://www.springerlink.com/content/978-0-8176-4762-9/



Course “style”

Hands-on, on-screen, discussions

Reading material

Programming assignments that develop one coherent project

Work outside of the lectures is required!

What is this course “not”

Not a course on programming

- but there is a large, complex, multi-part programming assignment / project

Not a course on operating systems

- but the assignments require and help develop intimate understanding of processes, threads, inter-process communication, and systems’ programming

Not a course on mathematical logic

- but the assignments requires modeling a problem in logic and using a decision procedure (SAT) to solve it

Not a course in data-structures and algorithms

- but the assignment will require using and understanding common algorithms (sorting, searching, parsing) and data structures (graph, list, map)

Assesment

Assignments: 40%

Project: 10%

Final Exam: 50%

Grades may be curved or adjusted at the Instructor's discretion

4 Assignments + Final Project

- Programming assignments leading towards a final project
- Mix of Python and C++ programming
  - one assignment is purely in Python
  - one assignment is purely in C / C++
  - the rest of assignments and a project require using both languages

Course LEARN

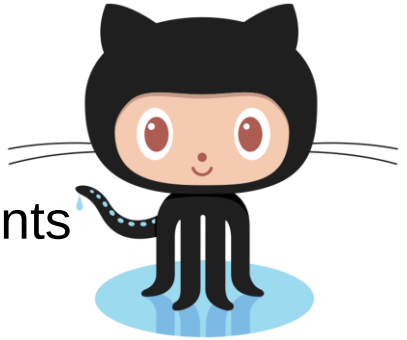
The course website is the definitive source

- When in doubt, consult the web page

YOUR responsibility to check for updates!

- LEARN (http://learn.uwaterloo.ca)

GitHub



We will use **GitHub** for managing and submitting assignments

- This requires a free GitHub account
- Follow the link in Assignment 0 to get started
- Let me know if there are any problems!!!

Independent Work

All work turned in must be of that individual student unless stated otherwise.

Violations will result in zero credit to all students concerned. University of Waterloo Policy 71 will be followed for any discovered cases of plagiarism.

Policy on Late Assignments

You have 2 days of lateness for assignments that you can use throughout the term

- These are TWO days for the term. Not for each assignment!

Each day the assignment is late consumes one day of lateness

For example,

- You can be 2 days late on assignment A1, or
- One day late on A1, and one day late on A3, or
- You can hand all of the assignments on time ☺

Contact

Office Hours

- by appointment
- best time is after lectures

Email

- asharifi
- Identify yourself
  - Originated from your uwaterloo email address, or
  - Signed with your full name and student ID
- Start **Subject** of email with **[ECE650]**

My Expectations

Attend lectures

- talk to classmates if you are away!

Participate

- during discussions and activities

Be professional

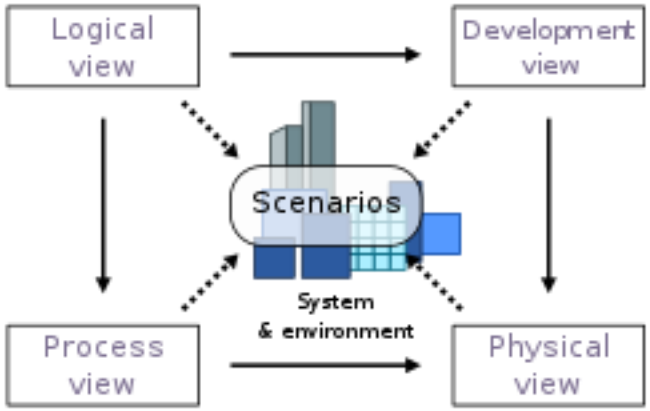
- questions in class, slack, email, discussion on LEARN, interacting with TA, …

ECE 650: Methods and Tools for Software Engineering

Software Systems - Systems programming and operating systems, scripting, system calls, libraries, compilers and interpreters. Mathematical logic - propositional & predicate logic, and some higher-order logics, syntax, semantics, entailment, deduction, use of logic in software. Data structures - lists, stacks, queues, heaps, trees, graphs, and algorithms to manipulate such data structures.

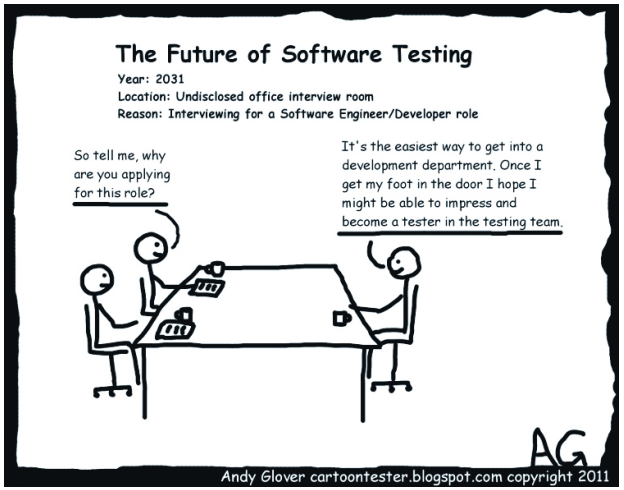
ECE 651: Foundations of Software Engineering

Fundamentals of software requirement analysis, software development as an engineering activity, basic process models, software specifications, modularity, cohesion, coupling, encapsulation, information hiding, principles of object oriented design, software project management, quality assurance and control. Principles of Software Architecture: Fundamental software architecture styles, ... UML ...



ECE 653: Software Testing, Quality Assurance, and Maintenance

Introduces students to systematic testing of software systems. Software verification, reviews, metrics, quality assurance, and prediction of software reliability and availability. Students are expected to have programming experience with reading and writing code for large projects.



ECE 654: Software Reliability Engineering

The course consists of two related parts.

The first part deals with the engineering of reliable software. It introduces basic software reliability concepts, describes relevant models and discusses processes for engineering of reliable software, including schemes and patterns for the design of reliable and fault tolerant software.

The second part addresses development of secure software. It presents key software security concepts, techniques and models, overviews major software security vulnerabilities and their exploitation, and considers processes for development of secure software.