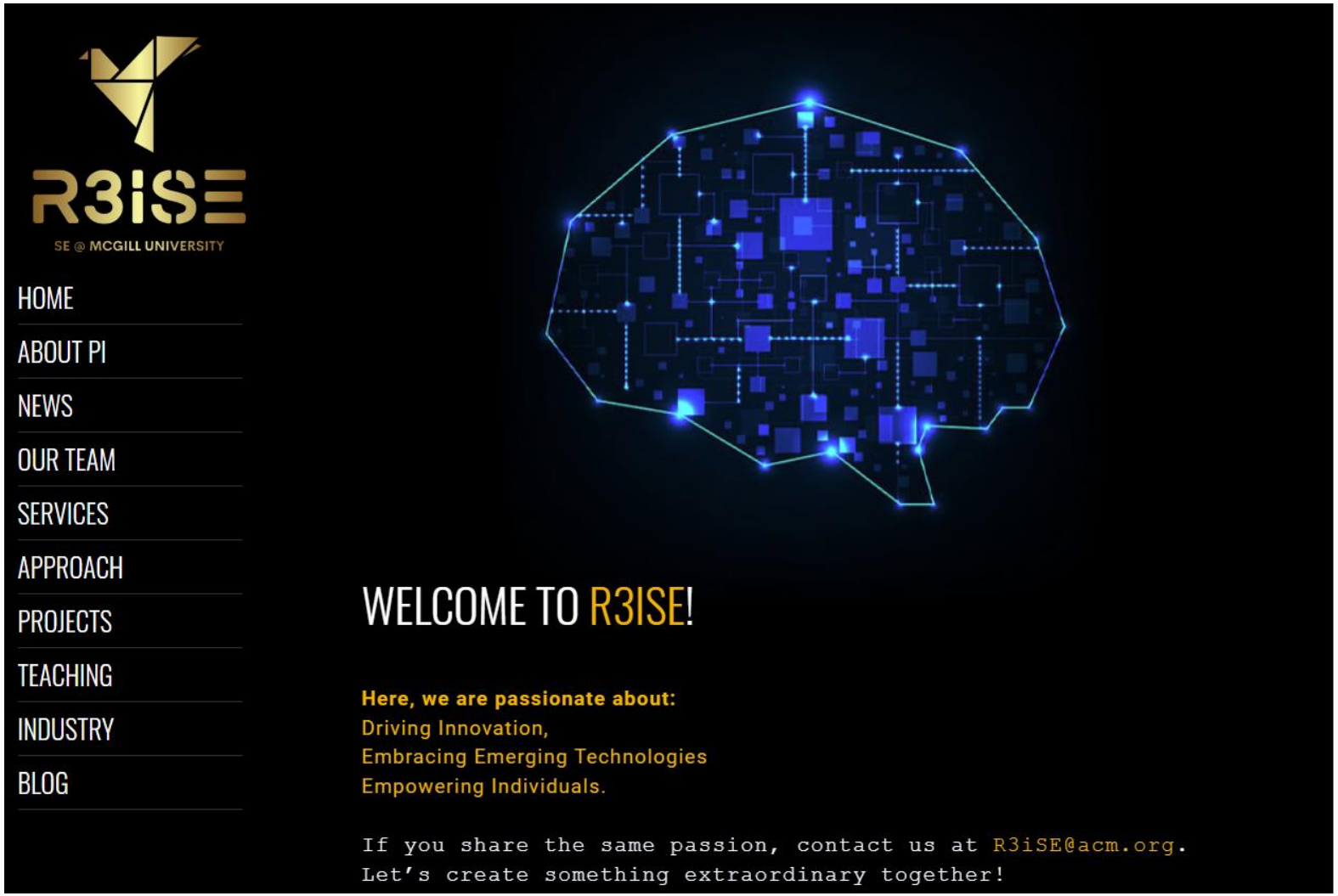
COMP 370 – Software Engineering

Dr. Majid Babaei

https://majidbabaei.com



Principal Investigator

Name: Majid Babaei

Email: majid.babaei@ufv.ca

Degree: Ph.D. in Computing from Queen's University
(With a focus on Software Engineering)

Academic Level: Assistant Professor

- Assistant Professor at SoC, UFV (Since Aug. 2025)
- Assistant Professor at SCS, McGill University (2023-2025)
- Associate Member of ECE, McGill University (Since Nov. 2024)
- ACM Professional Member (Since Dec. 2024)

Meeting: By appointment (ZOOM)

Address:
University of Fraser Valley,
School of Computing,
Abbotsford - Building C - Room ABC-2454

- My Queens website is not active anymore!

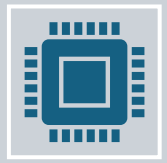
Administrative Details

- Lectures – Hybrid
  - Lecture Notes (published on BrightSpace + Recorded Videos (only for online sessions))
  - Lecture Notes (published before classes).
- Office Hours

Day	Start	End	Location
Friday	3:00 PM	4:00 PM	Online via Zoom (by appointment)
Wednesday	3:00 PM	4:30 PM	Abbotsford - Building C - Room ABC-2454 (by appointment)

- Please ensure your subject is of the form '**COMP 370 ON/AB1 - [INSERT YOUR SUBJECT]**'.

Textbooks



”Object Oriented Software Engineering: Practical Software Development Using UML and Java” by T C. Lethbridge and R. Laganiere

”Object Oriented and Classical Software Engineering, 8th Ed” by Stephen Schach. ISBN - 13:9780073376189

After completing this course, you will be able to:

- Perform the activities which occur in each phase of the software development life-cycle;
- Describe reuse and portability and explain the factors which affect them and how they are affected;
- Apply UML, the standard way of expressing requirements and design in software engineering;
- Design and analyze software systems with UML;
- apply software engineering process, including requirements gathering, specification, and testing;
- describe key behavioral criteria for assuring software quality; and
- Apply the principles of object-oriented analysis and design, as well as software architecture (especially the client-server architecture) and basic UI design.
- . . .
- For further information, please refer to: Official Course Outline.

Be Professional!

- Be **professional**, when asking questions in class, email, interacting with one another;
- **NOT participate or abet** academic misconduct;
- **Attend lectures** – talk to class or team mates when you are away;
- (Where possible), please **turn off your phone or set to silent mode**;
- **Participate** during – discussions, activities, group project; and
- **Ask questions or clarifications** as often as needed.

Studying for this course!

- make possible effort to **attend classes (when scheduled) and watch lecture videos**;
- Solve problems **everywhere (including your homes)**;
- Read **lecture notes, books and solve problems** (in the exercises);
- **Practice! Practice!! Practice!!! - no shortcut to success with system development**;
- Learning software development is an **incremental process**

Marking Scheme

Assessment Type	% Of Grade	Due Date	Description
Class Participation	5	-	-
Team Information	5	End of the week 3	Between 3 to 5 people
Mini-Project-1	20	End of the week 6	Designing and developing a java project for *Server Redundancy Management System* (SRMS). You will produce a PDF report file (Report-1).
Mini-Project-2	20	End of the week 12	Refactoring SRMS by applying design patterns in the UML file and the source code. You will produce a PDF report file (Report-2).
Midterm Exam	30	Week 8	
Final Project Presentation	20	Week 13	Each team will give a 10-minute presentation (with 5 minutes for Q/A) about SRMS, lessons learned and producing the final report. You can use the content of Report-1 and Report-2 in your final report.

Deliverables: Team Info

- Form a team between 3 to 5 people (**deadline: end of the second week**)
  - Pick a name for your team!
  - Choose your Team Lead (*extra tasks with bonus points!*)
    - Mini-Project-1
    - Mini-Project-2
    - Final presentation + report

Team Name: AABBCC		
Student Name	Email	ID
A (Team Lead)	a@student.ufv.ca	
B	b@student.ufv.ca	
C	c@student.ufv.ca	

Weekly Schedule

Week	Topic	Additional Information	Mode/Date
1	Software and software engineering	• Chapter 1	Online Jan 7th
2	Review of Object-orientation	• Chapter 2	In-person Jan 14th
3	Basing software development on reusable technology	• Chapter 3	Online Jan 21st
4	Developing Requirements	• Chapter 4	In-person Jan 28th
5	MINI-Project-1	• No Lecture	Online Feb 4th
6	Modeling with Classes	• Chapter 5	In-person Feb 11th
7	**Reading Week, No Classes**		
8	**Midterm (in-person, Feb 25th)**		
9	Midterm Exam Review and Discussion		Online Mar 4th
10	Software Design Patterns	• Chapter 6	In-person Mar 11th
11	MINI-Project-2	• No Lecture	Online Mar 18th
12	Focusing on Users and Their Tasks	• Chapter 7	In-person Mar 25th
13	**Group Project Presentation (online, Apr 1st)**		

AI Impact on Software Engineering Student Capabilities

https://tinyurl.com/comp370