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| **ELEMENT** | **CONTENT** |
| DEPARTMENT | CIS |
| AUTHOR (S) | Jeremy Ouellette |
| COURSE NUMBER | **CIS 2730** |
| COURSE TITLE | **Software Engineering Projects** |
| SHORT TITLE | CSE Projects |
| COURSE LEVEL | 2000 |
| DATE CREATED |  |
| CHECKED/CHANGED | 2/27/2017 |
| PREREQUISITES | C- or better in CIS 2025 or 2261 or 2271 |
| COREQUISITES |  |
| RESTRICTIONS |  |
| SPECIAL FEES | No |
| CREDITS | 3 |
| HOURS | 2 hours of lecture, 2 hours of lab per week |
| SEMESTER | Spring |
| COURSE DESCRIPTION | This capstone course involves the development of a group project. The development effort is combined with an introduction to systems development and life cycle. The student will receive an introduction to oral presentations of technical information to a technical audience. |
| SUGGESTED TEXTS |  |
| OPTIONAL TEXTS |  |
| COURSE OUTCOMES | The successful student will be able to:   1. Work in a group to develop a complete software product 2. Manage a software development project including planning, scheduling, and generating status reports 3. Effectively communicate the goals and techniques of a software project orally 4. Document the structure and usage of a complete software product |
| COURSE CONTENT | 1. Software development life scycle 2. Software documentation 3. Project management 4. Presenting technical information 5. Project scheduling 6. Practice presentations |
| LAB/STUDIO OUTCOMES |  |
| LAB/STUDIO CONTENT |  |
| LECTURE CAPACITY | 32 |
| LAB CAPACITY | 16 |
| GRADED OR P/NP | Graded |
| EVALUATION | Presentations, status reports, final project delivery |
| DELIVERY METHOD | LEC, LAB |
| ROOM REQUIREMENTS | CIS lab for lab |
| AUTHOR’S NOTES |  |