

Software Engineering

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Hanyang University ERICA Campus

1st Semester 2015

lab(se);

Introduction

Course Information

- course for 4th year undergrad & postgrads students majoring in CSE
- classified as Major in ABEEK

Course Contents

- Software Engineering
 - Software development process
 - Project managements & Effort estimation
 - Requirement analysis, Software design & implementation
 - Testing & Configuration managements
 - Quality assurance
 - Trends in software development techniques

Course Objectives

- Learn and understand the above concepts on Software Engineering through lectures, labs and a team project

lab(se);

People

- Lecturer: **Scott Lee**

- Office: 403 @ Engineering Building No. 3
- Email: scottlee@hanyang.ac.kr
- Tel: 031-400-5238
- Homepage: <http://selab.hanyang.ac.kr> (TBA)

- Teaching Assistant: **Gayeon Kim**

- Office: 421 @ Engineering Building No. 3
- Email: gayeonkim91@gmail.com
- Tel: 031-400-4754

- Teaching Assistant: **Junghoon Lee**

- Office: 319 @ Engineering Building No. 4
- Email: ng0301@gmail.com
- Tel: 031-400-3781

Course Webpage

<http://selab.hanyang.ac.kr/courses/cse406/>

- General information about the course
- Course schedule
- Downloadable lecture slides
- Announcements (lecture, assignment, quiz, exam)
- Please visit & check the website frequently!!
- **Forum for the course:** Google Groups (SE 2015 - HYU)
 - Q & A on lecture contents, labs, projects, and an exam
 - express opinions and suggestions about the course
 - must register with a real-name

lab(se);

English Lecture

Official language for this course is **English!**

- All the lectures will be given in **English**
- Students are expected to use **English** throughout the course
 - labs, assignments, project should be done in English
 - exam questions must be answered in English
 - answers in Korean will not be marked! (0 mark)
- Students may ask questions in either English or Korean during the lecture and office hours

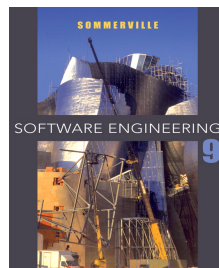
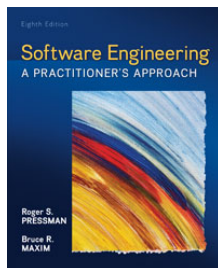
Textbooks

① Software Engineering: A Practitioner's Approach (8e)

- by Roger S. Pressman and Bruce R. Maxim, McGraw-Hill, New York, NY, 2010

② Software Engineering (9e)

- by Ian Sommerville, Pearson, Boston, MA, 2011



Assessment

- Attendance 10%
 - Unexcused absence: 1% demerit
 - Unexcused late: 0.3% demerit
 - 4 or more unexcused absence will be treated as a fail (F Grade)
- Laboratory 20%
 - 10 lab sessions (1% each)
 - 2 or 3 lab assignments (3% - 5% each)
- Project & Assignment 50%
 - Team Project (40%)
 - Requirement Specification
 - Analysis Model
 - Design Model
 - Construction & Deployment
 - Presentations
 - Personal Assignment
- Final Exam 20%

Assessment

- **Active participation during the lecture will be awarded!**
 - actively participating during the lecture through questions or suggestions
 - acting towards improving the quality of the lecture
 - help other students to better understand concepts learned in the lecture
 - other positive behaviors during the lecture
 - 1% towards total mark will be awarded
- **Penalty for late submission**
 - 1 day: - 20%, 2 days: - 30%, 3 days: - 40%, 4 days: - 50%
 - 5 days or more: 0!
- **Cheating will be punished Heavily!**
 - Plagiarism in Assignment & Project → F Grade for the Course
 - Sharing/Copying in Exam → F Grade for the Course

Lecture Rules

- switch off your mobile phone or put them in Silent mode (same goes for other noise-making electronic devices)
- laptop/touchpad can be used but only for course related use
- do NOT leave the lecture theater without permission
- do NOT sleep during the lecture
- if you violate these rules, I may kick you out of the class (considered as an unexcused absence - 1% demerit)

Team Project

- Number of members in a team = 3 – 5 people
- For a given requirement domain,
 - **Requirement Specification** - make your own assumptions which must be explicitly stated
 - **Analysis Model** - use-case diagram, use-case descriptions, swim-lane diagram, revision of RS
 - **Design Model** - sequence diagram, CRC cards, class diagram, Revision of RS and AM
 - **Construction & Deployment** - refinement of DM, Deployment diagram, Complete executable implementation, Test cases, End user manual
- Authorship (i.e. “who did what”) must be specified in each deliverable / output
- Version management on each deliverable / output
- Select a Project Manager to promote efficiency
- Project presentations