

CSC301H1S (Winter 2017)

Introduction to Software Engineering

Course Information Sheet

Introduction to software development methodologies with an emphasis on agile development methods appropriate for rapidly-moving projects. Basic software development infrastructure; requirements elicitation and tracking; prototyping; basic project management; basic UML; introduction to software architecture; design patterns; testing.

	L0101	L0201, L2001
Lectures	MW 11 am - noon (GB220)	T 4-6 pm (GB119)
Tutorials	F 11 am - noon (GB303, GB304, GB405)	T 6-7 pm (BA1230, BA2145, BA2155)
Discussion board	piazza.com/utoronto.ca/winter2017/csc318l0101mw	piazza.com/utoronto.ca/winter2017/csc318l0201t

Instructor: Joey Freund joey@cs.toronto.edu
Lectures: Tuesday 12 - 2 p.m. in BA 1200
Tutorials: Thursday 1 - 2 p.m. in BA 1200
Office hours: BA5244 time TBD

Contact policy: Questions about the material should be posted to the Piazza discussion board or brought to office hours, not emailed to the instructor. When emailing with administrative or personal issues, please begin your subject line with “[CSC301]”, followed by a meaningful phrase, e.g., “[CSC301]: I have a conflict with the next test”. Please include your full name, your section and student number in the body of the email. Please allow up to 72 hours for a reply.

Resources: Lecture slides, additional readings, announcements and assignments will all be posted to Blackboard. It is your responsibility to check Blackboard regularly for incidental communication and updates.

Academic Offenses: All of the work you submit must be done by you (individually or within your group), and your work must not be submitted by someone else. Plagiarism is academic fraud and is taken very seriously. Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):

<http://www.artsandscience.utoronto.ca/ofr/calendar/rules.htm>

You should also review this document regarding plagiarism in the context of CS:

<http://www.cs.toronto.edu/~fpitt/documents/plagiarism.html>

Please don't cheat. It is unpleasant for everyone involved, including us. Here are a couple of general guidelines to help you avoid plagiarism:

- Never look at another student's work, on paper or on the computer screen.
- Never show another student your work. This applies to all drafts of a solution and to incomplete solutions.

Evaluation

There will be four individual assignments, worth a total of 30%. The team project (you will work in teams of 4-7 students) will be worth 45%, based on three deliverables (25% in total), final presentation (10%) and on-going individual contribution (10%). There will be an in-class term test worth 25%. There is no final exam.

All submissions are due by 11:00 pm on the due date.

Unless otherwise specified, that date is the Monday of each week.

	Description	Weight	Due
A1	Individual Assignment	3%	2017-01-16 22:00:00
A2	Individual Assignment	7%	2017-01-30 22:00:00
D1	Deliverable 1	7.5%	2017-02-06 22:00:00
A3	Individual Assignment	10%	2017-02-13 22:00:00
A4	Individual Assignment	10%	2017-02-20 22:00:00
D2	Deliverable 2	7.5%	2017-02-27 22:00:00
Test	Midterm	25%	2017-03-06 22:00:00
D3	Deliverable 3	10%	2017-03-13 22:00:00
D4	Deliverable 4	10%	2017-03-20 22:00:00
Demo	Final Demo	10%	2017-03-27 22:00:00