CECS 491A Software Engineering Project I Course Syllabus, Fall 2020

491A. Software Engineering Project I (3)

Prerequisites: ENGR 350 and CECS 343 all with a grade "C" or better. First course in a two-course capstone design sequence that fulfills integrative learning. Design of a commercial grade software application including requirements analysis, functional, architectural and detailed design, emphasizing written communication, teamwork and the Object-Oriented Methodology. Letter grade only (A-F), (Lecture 2 hours, laboratory 3 hours)

Instructor: Fei Hoffman **Email**: fei.hoffman@csulb.edu

Class Meetings:

- Section 1 & 2: TuTh 11 am 11:50 am and 12 pm 1:15 pm
- Section 3 & 4: TuTh 2 pm 2:50 pm and 3 pm 4:15 pm
- Section 5 & 6: TuTh 5 pm 5:50 pm and 6 pm 7:15 pm

Course Structure and Delivery Mode:

- This course is conducted entirely online. You will access the course material and activities on BeachBoard and are required to participate in synchronous class meetings via Zoom.
- Zoom link will be published on BeachBoard before each class meeting
- If you need technical assistance at any time during the course or need to report a problem with BeachBoard, please contact the Technology Help Desk using their online form, by phone at (562) 985-4959.

Office Hours: TuTh 1:15 pm - 2 pm and 4:15 pm - 5 pm

Required Text:

Software Engineering: A Practitioner's Approach. 8th Ed. Roger Pressman

Course Communication

- We will use BeachBoard to make announcements, communicate information, post assignments and corresponding due dates, and discuss course-related topics.
 Please note, it is your responsibility to check BeachBoard's dashboard regularly, as it will contain important information about upcoming class assignments, activities, or concerns.
- If you have any questions, don't hesitate to ask during class meets, office hours, and/or email me

Course Requirements:

Components:	Weight	Scale	
Class/Lab Participation	30		
Features List	10		

Requirements Specification	10	90 -100 A
Design Specification	10	80 - 89 B
Test Specification	10	70 - 79 C
Prototype	10	60 - 69 D
Presentation	20	<60 F

Semester Project:

A substantial software development projects shall be undertaken by students. Each student shall complete the project with teammates.

No late work accepted:

Deadlines will be *strictly adhered to*. The project will require a number of deliverables, not the least of which are requirements, design and specification documents. Also, the project requirements may demand that the software be written in languages and environments you may not be familiar with. While some minimal instruction may be provided in these topics, you may be required to perform substantial outside learning. The project work product will be reviewed and suggestions made for improvement as the semester progresses. You may resubmit as often as you need, but the first grade counts and resubmission is for corrections and will not change your grade.

Academic Honesty:

Students are to do their own assignments. Cases of copying, cheating, and plagiarism of assignments and/or tests, and any other violations, will be pursued to the maximum extend permitted by the University, which can include expulsion from the University. This applies equally to students who intentionally assist other students in academic dishonesty. Copied assignments will receive zero.

When you go on a job interview, you will very likely be asked to demonstrate your knowledge of your field. How will you do that if you cheated your way through?

Plagiarism/Academic Integrity Policy

There is **zero tolerance** for cheating, plagiarism, or any other act of violation of Academic Integrity policy. Work that you submit is assumed to be original unless your source material is documented appropriately, using proper citation. Using the ideas or words of another person, even a peer, or a web site, as if it were your own, is plagiarism. Any individual or group caught cheating on homework, lab assignments, or any exam/quiz will be subjected to full extent of academic actions allowed under University regulations. At a minimum, any student caught violating Academic Integrity Policy will receive no credit for the work concerned and one grade lower letter grade. To learn more about the University policy on Cheating and Plagiarism, visit:

Academic Information and Regulations-Cheating and Plagiarism

University Withdrawal Policy

Class withdrawals during the final 3 weeks of instruction are not permitted except for a very serious and compelling reason such as accident or serious injury that is clearly beyond the student's control and the assignment of an Incomplete grade is inappropriate (see <u>Grades</u>). Application for withdrawal from CSULB or from a class must be filed by the student <u>online</u> whether the student has ever attended the class or not; otherwise, the student will receive a grade of "WU" (unauthorized withdrawal) in the course. More information regarding the University guidelines on Dropping and Withdrawing at:

Dropping and Withdrawal

Student Grievance Policy

Please check CSULB grievance policy and procedure at:

Student Grievance Procedures

Special Needs Accommodations

Online courses are required to meet ADA accessibility guidelines. Students with a disability or medical restriction who are requesting a classroom accommodation should contact the Bob Murphy Access Center (BMAC) and also notify the instructor. BMAC personnel will work with the student to identify a reasonable accommodation in partnership with appropriate academic offices and medical providers. Only approved BMAC petitions will be accommodated.

Any student who is facing academic or personal challenges due to difficulty in affording groceries/food and/or lacking a safe and stable living environment is urged to contact the <u>CSULB Student Emergency Intervention & Wellness Program</u>. Additional resources are available via <u>Basic Needs Program</u>. The students can also email <u>supportingstudents@csulb.edu</u>, call (562)985-2038, or if comfortable, reach out to the instructors as they may be able to identify additional resources. For mental health assistance please check out <u>CSULB Counseling and Psychological Services (CAPS)</u>.

http://web.csulb.edu/divisions/students/caps/

Emergency Preparedness (add only if the class is hybrid)

Students are strongly encouraged to familiarize themselves with the Personal Preparedness Instructions and other resources under "Emergency Preparedness" link on CSULB University Police web site.

Disclaimer

In the event of extraordinary circumstances beyond the University's control, the content and/or evaluation scheme in this course is subject to change.

Tutoring

Take advantage of free peer tutoring (virtual) provided by Engineering Student Success Center (ESSC): Engineering Tutoring

Student Feedback about the Course

Student Feedback is highly encouraged. Please feel free to contact the instructor to share any concern or opinion about the course throughout the semester and participate in the **anonymous survey** (via BeachBoard). Early Feedback will provide the instructor the opportunity to address your concern and implement required modifications in a timely manner.

Personal Assistance

The following *statement* has been provided by the Dean of Students:

Any student who is facing academic or personal challenges due to difficulty in affording groceries/food and/or lacking a safe and stable living environment is urged to contact the <u>CSULB Student Emergency Intervention & Wellness Program</u>. Additional resources are available via <u>Basic Needs Program</u>. The students can also email <u>supportingstudents@csulb.edu</u>, call (562)985-2038, or if comfortable, reach out to the instructors as they may be able to identify additional resources