Introduction to Software Engineering

Week 1: Course introduction

Teaching Staff

- Instructor: Nguyễn Thị Minh Tuyền
  - FIT, HCMC University of Science
  - Email: ntmtuyen@fit.hcmus.edu.vn
- Teaching assistant:
  - Ho Tuan Thanh (htthanh@fit.hcmus.edu.vn)
  - Mai Anh Tuan (matuan@fit.hcmus.edu.vn)

Course Description [1]

- [ ] A general introductory course in software engineering.

- [ ] Introduces important concepts such as software processes and agile methods, and describes essential software development activities, from initial software specification through to system evolution.

- [ ] Develop software in multi-person teams by applying software engineering principles.

Course Description [2]

- ☐ Prerequisites
  - ☐ Programming skills
  - ☐ Data structure
- ☐ Topics covered
  1. Overview
  2. Software processes
  3. Project management
  4. Software requirements engineering
  5. System modeling
  6. Architectural design
  7. Design and implementation
  8. User interface design
  9. Software testing
  10. Agile software development
  11. Revision

Course Description [3]

☐ After finishing the course, students can:
- ☐ Understand basic concepts, principles, methods, and techniques in software engineering
- ☐ Be able to apply requirements engineering concepts to define a system requirements
- ☐ Be able to analyze and design a software system
- ☐ Be able to design simple user interface
- ☐ Be able to design and write a test plan and test cases for a software system
- ☐ Be able to apply software testing techniques to test a software system
- ☐ Be able to determine a suitable process for a software project based on its characteristics
- ☐ Be able to practice teamwork

References

- **Software Engineering**, 10th edition, Ian Sommerville, Addison-Wesley, 2015 (8th and 9th editions are also fine).

- ***Software Engineering: A Practitioner's Approach***, (7)8th edition, Roger S. Pressman, McGraw-Hill Higher Education, (2009)2014

Grading

- ☐ Project   40%
- ☐ In-class participation   10%
- ☐ 2 Quizzes   10%
- ☐ Final exam   40%
- ☐ Note: Without final oral presentation for project ➔ can not pass the course.

Course Requirements

☐ Project assignments

 ☐ 5 students/team

 ☐ Performs all activities of the software development lifecycle to deliver software

 ☐ Deliver written and oral reports

Course Requirements

☐ Students are encouraged to ask questions in class, via forum, email, or in-person

☐ Late submission policy

- ☐ 15% grade reduction for each day late
- ☐ Zero grade for 4 or more days late
- ☐ Exceptions are given for certain cases, e.g., illness

Academic integrity Policies

☐ Student may not be absence in 30% of number of sessions. If so, he/she will be prohibited from test or exam.

☐ Be punctual to come and leave the class.

☐ No cheating

  ☐ Students are prohibited from copying from classmates, friends even if allowed; from the Internet without proper citation

  ☐ Students are prohibited from allowing others to copy

➜ 0 point for the whole course

Questions?