CSC326 - Spring 2019 - Syllabus

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CSC 326 Course Syllabus - Spring 2019

CSC 326 - Software Engineering

- Section 001
- Spring 2019
- 4 Credit Hours

Instructor

Dr. Sarah Heckman (sesmith5)

Email: sarah_heckman@ncsu.edu

Office Location: Engineering Building II, 2297

Office Hours: On Course Webpage

Course Meetings

Lecture: M/W 4:30pm - 5:45pm EBII 1231

Labs (all labs are Thursday in EBII 1221)

Section	Meeting Time
201	H 8:30a - 10:20a
202	H 10:40a - 12:30p

Section	Meeting Time
203	H 12:50p - 2:40p
204	H 3:00p - 4:50p
205	H 5:20p - 7:10p

Textbook

An Introduction to Software Engineering - Laurie Williams

Edition: 1

ISBN: 9781453401996

Web Link: Amazon

Cost: $29.99 paperback, $9.99 digital

The textbook is required

Requisites and Restrictions

Prerequisites: [CSC 230 or ECE 209] and [CSC 316 or ECE 309]

General Education Program (GEP) Information

This course does not fulfill a General Education Program category or co-requisite.

Course Description

Application of software engineering methods to develop complex products, including the following skills: quality assurance, project management, requirements analysis, specifications, design, development, testing, production, maintenance, security, privacy, configuration management, build systems, communication, and teaming.

Learning Outcomes

Upon successful completion of this course, a student will be able to…

- Write and execute a comprehensive black box test plan, write and execute white box tests, automate both black and white box tests, and conduct a software inspection.
- Create a design for a small to medium object-oriented program and evaluate the quality of their design through heuristics and metrics.
- Apply design patterns in creating a small to medium object-oriented program.
- Create a software requirements document, including security and privacy requirements.

- Explain the essential components of a software development process and how to devise a software development process appropriate to the project under development.
- Work in small project teams to complete a medium-sized project.
- Manage project tasks (a.k.a. project management, configuration management, system build) including risks associated with a medium-sized project.
- Describe and explain different types of software maintenance.

Course Structure

CSC326 meets for two 75-minute lectures and one 110-minute laboratory each week. Final course grades are a combination of on-boarding project, a three-week guided project, a six-week team project, a midterm exam, and a final exam. Final grades will be adjusted based on attendance and participation in both lecture and lab due to the amount of time that you are expected to contribute to the course as part of the teaming experience.

Grading

Component	Weight	Description
On-boarding Project	15	See On-boarding Project
Guided Project	20	See Guided Project
Team Project	35	See Team Project
Midterm Exam	15	See Exams
Final Exam	15	See Exams

Your course grade will be based on the following scale, using your weighted course average (WCA) from above:

Grade	
A+	97 ≦ WCA
A	93 ≦ WCA < 97
A-	90 ≦ WCA < 93
B+	87 ≦ WCA < 90
B	83 ≦ WCA < 87
B-	80 ≦ WCA < 83
C+	77 ≦ WCA < 80
C	73 ≦ WCA < 77
C-	70 ≦ WCA < 73

Grade	
D+	67 ≦ WCA < 70
D	63 ≦ WCA < 67
D-	60 ≦ WCA < 63
F	WCA < 60

Requirements for Credit-Only (S/U) Grading

In order to receive a grade of S, students are required to take all exams and complete all assignments earning a grade of C- or better. Conversion from letter grading to credit only (S/U) is subject to university deadlines. Refer to the Registration and Records calendar for deadlines related to grading. For more details refer to http://policies.ncsu.edu/regulation/reg-02-20-15.

Requirements for Auditors (AU)

Information about and requirements for auditing a course can be found at http://policies.ncsu.edu/regulation/reg-02-20-04.

The grade of "AU" will be awarded to students who take all exams and earn a 60% or higher on both. Auditors are required to meet with the instructor during the first two weeks of the course.

On-Boarding Project

The first three weeks of the course (both lectures and labs) will involve a series of training workshops that will introduce you to the technologies that you will be using to complete coursework on the larger course projects. You will complete the on-boarding project on a small team.

Guided Project

Leading up to the Team Project, you will have a three-week guided project that will walk you through developing a use case of functionality for the course project, iTrust2. The Guided Project will focus on the application of software engineering processes to solve technical problems using the technologies introduced during on-boarding. You will complete the Guided Project on a small team.

Team Project

CSC326 culminates in a six-week team project completed on a team of five to six students. During the project, teams will complete some required functionality and select optional pieces to customize their version of iTrust2. The team project will be as real-world as we can make it, which might just mean that some aspects of the project may intentionally cause you some heartache (such as ill-defined and/or changing requirements).

During the team project, each team member will take on a leadership role for some aspect of the project development. However, all team members are also developers. As such, we expect that teach team member will contribute to the team's project by pushing a meaningful code change to the team's GitHub repo that is merged to production for each iteration. The team project details will describe how participation, contribution, and following process will be assessed.

Additionally, we expect that 1) the master branch will stay green; 2) that there will always be a deployed iTrust2 on your team's executor, and 3) there is at least one merge of the development branch to master for each iteration.

Exams

The midterm and final exam cover 30% of your final grade and assess individual knowledge about software engineering topics. **Any** unexcused absence from the midterm or final exam will result in a grade of 0 for the exam.

The final exam is cumulative.

No late entry to the exam period will be allowed after the first 30 minutes or after the first person leaves the exam, whichever comes first. **Please be on time.**

Attendance and Participation

Software Engineering may be considered an introduction to the profession. This class should be treated as a job. If you fail to show up to lecture or lab, you not only hurt yourself, but also your team. Success in CSC326 depends on making a commitment to attend all the lectures and labs and contributing to all class activities.

Experience has shown that attendance is extremely important - both in lecture AND lab - for your success in CSC326. Lectures will incorporate workshops and materials that are important to know before labs. The following attendance policy reflects this importance.

Please email the instructor for any absence, just like you would let your manager know if you needed to miss work. Documentation of an absence is required to excuse the absence. Please discuss documentation requirements with the instructor on a case by case basis. Undocumented absences will be considered unexcused. Communication is key if you're going to miss lecture or lab. Let your instructors, TAs, and team know ahead of time. The teaching staff understands that life happens. Please communicate as promptly as possible to ensure the best outcomes for you and your team.

Pre-Lecture

Depending on the lecture topic, there may be pre-lecture materials that should be reviewed accompanied by a short quiz. Pre-lecture materials will be posted online 48 hours before lecture begins. Generally, these will be either a few videos of important content, or short readings, and are accompanied by a very short quiz on their contents. **Each quiz is due by 11:59PM the night before the lecture.**

Because pre-lecture is necessary preparation for lecture:

- If you do not complete **three unexcused** quizzes, you will lose **3 points** off your final grade. Any additional unexcused missing quiz after three will result in **1 additional point** of your final grade for every missing quiz. **Ten unexcused quizzes** (one-third of quizzes) and you will **fail** the course.

Lecture

Lecture type will vary based on the topic covered. Some lectures will be workshops, others will incorporate active learning exercises. You will sit with your team and lab during lecture since many activities will support teaming and assignments.

Because you will be expected to work with your team attendance will be taken.

- If you miss **three unexcused** lectures, you will lose **3 points** off your final grade. Any additional unexcused absences after three will result in **1 additional point** of your final grade for every absence. **Ten unexcused absences** (one-third of lectures) and you will **fail** the course.
- If you are absent from lecture, with an excused absence, you will not be penalized for missing any activities associated with the class. You will be expected to work with your team toward any course deliverable.

Lab

Students must allow at least 15-30 minutes to read the lab assignment and complete a pre-lab (if required) before arriving at the lab. Attendance will be taken. **All students are required to stay the entire lab period.** Labs will consist of either interactive workshops or will be time when you can work with your team to complete course deliverables. Co-located teams are more productive, so the expectation is that you will take advantage of the time to work together using good software engineering processes.

- If you miss **one unexcused** lab, you will lose **5 points** off your final grade; miss **two unexcused** labs and you will lose **10 points** (one full letter grade); miss **three or more unexcused labs** and you will **fail** the course.
- If you miss more than **20 minutes of lab** without a documented excuse, you will lose **0.5 point** off your final grade.
- If you fail to complete any **pre- or post-lab assignments** for a given lab (if there are any), you will lose **0.5 point** of your final grade.
- If you are absent from lab, with an excused absence, email the instructor to discuss how the absence should be handled.

Time

CSC326 will require work outside of the four hours you spend in lecture and lab. The amount of time that you personally will spend on the course depends on many factors, some out of the teaching staff's control. Our goal is for you to spend **10-12 hours per week on CSC326 work**,

but some weeks may require more depending on you and your team's requirements, design, implementation, and tests and how well your team follows software engineering processes and practices.

Seminar Attendance

The CSC Department holds seminars throughout the semester including ACM/AITP Tech Talks and the Fidelity Investment Speaker Series. Extra credit is available for attending a seminar and returning the CSC326 Seminar Attendance Form to a member of the teaching staff within one week of the seminar. Only two seminars will be accepted for extra credit. The first seminar attendance will be worth **3 points** on the Midterm Exam and the second seminar attendance will be worth **3 points** on the Final Exam.

Course Policies

Hardware / Software Support

The course programs will be completed using a variety of technologies that build on those that you used in your earlier coursework. On-boarding workshops will introduce you to the new technologies that will be used for development and automated testing. However, there is an expectation that you may need to explore the technologies on your own, beyond the on-boarding workshops to successfully complete course deliverables. Technologies may change over the course of the semester depending on the direction of the project (where possible, we like to provide the opportunity to explore integrating something new into the course project).

All course projects will be completed in the open-source Eclipse development environment. The development environment is available for use in the EBII Collaborative System Development / Multimedia Lab (EBII 1221) and are either freely available or have an educational license for download for use on personal computers.

All on-boarding, guided project, and project work will be submitted through NC State's GitHub (http://github.ncsu.edu). You will be assigned repositories for your use during CSC326. The last submission before the assignment deadline will be graded for product points, but submission history and other project artifacts (issue tracker, wiki, documentation) will be considered to evaluate process, contribution, and other assessable project components.

A continuous integration server, Jenkins, will be used to automatically build, test, and (during the team project) deploy your course project. Product points (passing tests, coverage, etc.) will be pulled from Jenkins.

Computers and Electronic Devices

Students are encouraged to use computers and other electronic devices like tablets during lecture and lab. The teaching staff asks that students respect their neighbors and keep their focus on course materials rather than on games, social media, etc. Electronic devices are required for submission of coursework and other course deliverables. Students who cause

distractions due to inappropriate use of electronic devices may have grade penalties applied at the discretion of the instructor.

You may not record the lecture or labs without express written permission of the instructor and/or TA.

Professionalism

Students are expected to conduct themselves in a respectful and professional manner at all times. Students are expected to act professionally both in person and electronically with all members of the teaching staff and their classmates. Communication, both written and verbal, should be respectful and should never include derogatory comments about yourself or others. All criticism (of yourself, the course, instructor, TAs, fellow students, resources, etc.) should be constructive and provide feedback for improvement. Guidelines for electronic communication are listed in the section below.

Professionalism also includes attendance and participation. If you are unable to participate, please notify the teaching staff and your team as soon as possible. If you have a missing teammate, please notify the teaching staff as soon as possible.

Report any unprofessional behavior by an class member (including the TAs) to the instructor.

Unprofessional electronic communication on course forums may result in suspension from the course forum and possible grade penalties. Unprofessional in-person behavior, including a lack of participation, will result in a conference with the instructor and possible grade adjustments for all involved parties.

Electronic Communication

The class will use Piazza for communications, which is linked in on the course website.

The teaching staff looks forward to receiving emails and posts about any questions that you have about the class, materials, projects, exams, and grades. Since software engineering is the introduction to the profession, we expect that all communication will be professional and reflect professional communication practices. The teaching staff receive *many* emails on a daily basis. By following the guidelines below, the teaching staff will be better able to answer your questions or address your concerns.

As a teaching staff, our goal is to answer all emails and message board posts within 24 hours on a weekday and within 48 hours on a weekend or holiday. Most of the time, we will respond more quickly, but that is not guaranteed due to other responsibilities and classes.

- **Before sending an email**, try to find the answer to your question by using various references already available to you:
    - If the question is related to class administration, check the syllabus.
    - If the question is related to recent information, check previous emails from the teaching staff, which will also be archived on class forums.
    - If the question is assignment or exam related, check the message board to see if it has already been answered.

    - If the question is material related, check the lecture notes and textbook.

- For emails, please identify your course, lab section, and your name (first and last name) in the subject line along with the subject of the message. For example: "CSC326-201 Jenny Smith - Question about Guided Project Part 2".
- For absences, please email your instructor and cc your lab TA. Please identify your course, lab section, and your name (first and last name) in the subject line along with Absence and the date(s). For example: "CSC326-201 Jenny Smith - Absence on 9/1/2017".
- Emails should include a salutation to indicate the recipients of the email and who need to act on the contents. For example, "Dr. Heckman" or "Teaching Staff".
- Keep the tone professional. Re-read your email before you press send and make a judgment as to how you would respond if you were a recipient of the email.
- If you have a question that is beyond the scope of an email, consider coming to office hours or scheduling an appointment.
- If you have several questions, please number them for ease of reading and responding.
- Please spell check and correct mechanical/grammar errors.
- Avoid emails written only in lowercase and lacking punctuation.
- Close your emails with your name.
- Please use reply all when responding to an email that includes the teaching staff or the teaching staff mailing list.

If you have a general question about a project, post your question online as an open question. One of your classmates may be able to help and we encourage you to help answer others questions!

Grade Appeals

If at any time you feel an assignment was graded improperly, **submit your appeal through the Regrade Request form linked in on the course website. All regrade requests must be submitted to the teaching staff via the Regrade Request form no later than 1 week after the assignment was returned to you or for assignments returned within one week of the final, before the final exam time.**

Late Assignments

The late window for each assignment, if any, will be posted in the assignment write-up. Some assignments may not have late windows. Assignments submitted during the late window will receive a penalty as listed on the assignment rubric. No submissions will be accepted beyond the late window without a university excused absence, and any extensions must be arranged with the teaching staff. Remember that the assignments are all completed on teams, so extensions are non-trivial to work out.

No late submissions will be accepted through email.

Attendance Policy

For complete attendance and excused absence policies, please see http://policies.ncsu.edu/regulation/reg-02-20-03 for university policies and (Attendance and Participation)(#attendance-and-participation) for CSC326 penalties.

Attendance to lecture and labs is mandatory!

Absences Policy

Excused absences are defined in the NC State Academic Policy on Attendance Regulations (http://policies.ncsu.edu/regulation/reg-02-20-03). **Documentation of the absence is required to excuse an absence.**

- Exam makeups will only be given with a documented excused absence.
- Assignment extensions will only be given with a documented excused absence. If the course has progressed in such a way that an extension cannot be easily accommodated, then an alternative assignment may be given.
- Waiving of lecture or lab exercises/activities, if appropriate for the exercise/activity, will only be waived with a documented excused absence.

All anticipated absences must be presented to the instructor no later than one week before the absence. All emergency absences must be turned in no later than one week after the student's return date. All other absences will be unexcused.

Documentation of absences must go to the instructor for approval. Electronic documentation is preferred.

Makeup Work Policy

All makeup work must be completed in the timeframe agreed upon by the instructor and student. If a project has moved forward in such a way that the missed project cannot be completed, the instructor may request the student to complete an alternative assignment. No lecture exercises or activities will be made up.

Academic Integrity

Students are required to comply with the university policy on academic integrity found in the Code of Student Conduct and the ACM Code of Ethics and Professionalism.

All work that you turn in for grading must be your own or your team's own work! This means that all work must be an independent and individual creation by you, or in the case of paired/team assignments, all work must be an independent and individual creation by you and your assigned partner or teammates. Any attempt to gain an unfair advantage in grading, whether for yourself or another, is a violation of academic integrity. You may only work on an assignment with another student(s) in the class if explicitly stated in the assignment. Pairings and teams will be assigned (in most cases with your input) for all collaborative assignments. You may collaborate with your partner and/or team for the collaborative portions of the assignments. However, collaborating with other pairs and/or teams is NOT allowed and is absolutely cheating.

Teams or individual students who cheat on a homework, project, exercises, or exam will receive a -100 for the assignment!

Cheating is worse than not turning in the assignment. All cases of academic misconduct will be reported to the Office of Student Conduct. A first offense will place the student on *Academic Probation* for the remainder of their academic career. A student's status on *Academic Probation* **may** affect financial aid and be reported to groups that request the information from the Office of Student Conduct, like Park Scholars, ROTC, graduate schools, employers, etc. Letters of recommendation from the instructor will not be provided for any student that has been found guilty of or admitted to an academic integrity violation in my class(es).

The Department of Computer Science uses software that detects cheating violations for programming projects. Do not use other student's code, do not share your code, and do not copy or use code from someone who took the class X semesters ago.

Examples of Cheating (this list is NOT exhaustive):

- It is cheating to give any student access to any of your work which you have completed for individual class assignments. It is cheating to give a student on another assigned team access to any of your work which you or a teammate has completed for team class assignments.
- It is cheating AND plagiarism to use another person's work and claim it as your own. You are expected to complete all assignment on your own or with your assigned team.
- It is cheating to interfere with another student's use of computing resources or to circumvent system security.
- It is cheating to email, ftp, post on the Internet, bulletin boards, message boards, Chegg or Chegg-like sites, your work for others to obtain. Do NOT use sites that allow you to "anonymously" post code (e.g., pastebin). Those sites are searchable, and others may find your code and use it as their own leading to an academic integrity violation for you.
- It is cheating to ask or pay another person or persons to complete an assignment for you.
- It is cheating AND plagiarism to decompile any compiled code and use the decomplied source code as your own. You may also break the law by decompiling code.
- It is cheating AND plagiarism to use code that you find online without a citation (depending on size - copying significant portions of a solution from online code is prohibited).
- It is cheating to give another student access to your account (NC State account or others that you use for university work) or to give others your account password.
- It is cheating to circumvent the intention of the assignment and/or the automated grading system (e.g., by hardcoding test case solutions).
- It is cheating AND plagiarism to post the teaching staff's assignment on public website without the teaching staff's permission.
- It is cheating to post a project solution to a public website without the instructor's written permission. This is to avoid providing solutions to future students in the course. The instructor reserves the right to refuse permission depending on the assignment. You may

discuss ways that you can showcase your work to potential employers in a code portfolio without breaking this policy.

Allowed Sources of Help

If you have any questions about if a source is allowed or not, please ask the teaching staff in an email or private post. You are required to cite your sources to keep track of resources that you used during development.

- Teaching Staff
- Assigned Teammates
- Neighbors in class for in-class exercises
- Resources provided on course website, with citations
- Textbook, with citations
- Textbook website, with citations
- Online technology tutorials, with citations
- Stack Overflow, with citations (Stack Overflow is great for learning new syntax or working through configuration issues)
    - If you post a question to Stack Overflow, do not post significant portions of your code that would enable another student to gain an unfair advantage.
- Code from other programs that YOU wrote
- Code from other programs that YOU and a partner wrote as part of assigned coursework

If you find a good online resource about a course related technology, please share on Piazza.

Example Citations

```
//In Java code - class or method level comments
/**
 * <Regular Javadoc>
 * Source: URL
 */

<!-- This is a comment in HTML -->
<!-- Source: URL -->
```

Protecting Yourself

- Do not leave papers lying around your workstation
- Do not dispose of important papers in public spaces
- Do not give out your password
- Do not leave your workstation/laptop unattended or forget to log yourself out
- Do not give other students access to any of your course work or share any code with them
- Do not give other students access to your personal computer(s)

- Do not email, ftp, post your code on the Internet, messages boards, Chegg, StackOverflow, etc.
- Keep all copies of final and intermediate work until after the assignment is graded
- Keep all graded assignments until after you receive the final grade for the course
- Do not discuss implementation details of the assignment with your peers.

Forum Use

The forum is available to ask questions about course work. **Do NOT post significant portions of code to the forum.** If the code that you have a question about contains a significant chunk of functionality, you may make a private post to the teaching staff. The teaching staff reserves the right to edit any student's forum post for inappropriate content. Abuse of the forum may result in revoking forum access.

Academic Honesty

See http://policies.ncsu.edu/policy/pol-11-35-01 for a detailed explanation of academic honesty.

Honor Pledge

Your name on any test or assignment **OR** the electronic submission of an assignment through a course submission system, including GitHub, indicates "I have neither given nor received unauthorized aid on this test or assignment."

Electronically-Hosted Course Components

Students may be required to disclose personally identifiable information to other students in the course, via electronic tools like email or web-postings, where relevant to the course. Examples include online discussions of class topics and posting of student coursework. All students are expected to respect the privacy of each other by not sharing or using such information outside of the course.

Electronically-hosted Components: Course materials are electronically-hosed for use by students through a combination of GitHub, Jenkins, Google Docs (through NC State), Piazza, and Gradescope.

Accommodations for Disabilities

Reasonable accommodations will be made for students with verifiable disabilities. In order to take advantage of available accommodations, students must register with the Disability services Office at Suite 2221, Student Health Center, Campus Box 7509, 919-515-7653. For more information on NC State's policy on working with students with disabilities, please see the Academic Accommodations for Students with Disabilities Regulation (REG02.20.01).

Non-Discrimination Policy

NC State University provides equality of opportunity in education and employment for all students and employees. Accordingly, NC State affirms its commitment to maintain a work environment for all employees and an academic environment for all students that is free from all forms of discrimination. Discrimination based on race, color, religion, creed, sex, national origin, age, disability, veteran status, or sexual orientation is a violation of state and federal law and/or NC State University policy and will not be tolerated. Harassment of any person (either in the form of quid pro quo or creation of a hostile environment) based on race, color, religion, creed, sex, national origin, age, disability, veteran status, or sexual orientation also is a violation of state and federal law and/or NC State University policy and will not be tolerated. Retaliation against any person who complains about discrimination is also prohibited. NC State's policies and regulations covering discrimination, harassment, and retaliation may be accessed at http://policies.ncsu.edu/policy/pol-04-25-05 or http://www.ncsu.edu/equal_op/. Any person who feels that he or she has been the subject of prohibited discrimination, harassment, or retaliation should contact the Office for Equal Opportunity (OEO) at 919-515-3148.

Dr. Heckman is a *responsible employee* of NC State University. She is **required** to report incidents of sex discrimination and other misconduct to the Title IX coordinator.

CSC326 Course Materials

CSC326 Course Materials

CSC326 Course Schedule

CSC326 is a junior-level software engineering course at NC State University.

Syllabus - Spring 2019.

Staff/Labs

Section	TA	Lab (Thursdays)	Office Hours
201	Andrew	8:30a - 10:20a	Mo 5:45->6:45 PM; We 5:45->6:45 PM
202	Kai	10:40a - 12:30p	Mo 12:15->1:30 PM; Tu 12:00->1:30 PM
203	Kai	12:50p - 2:40p	^^
204	Maruf	3:00p - 4:50p	Tu 3:00->4:00 PM; We 11:00 AM->12:00 PM
205	Qi	5:20p - 7:10p	Tu 2:00->3:00 PM; We 1:00->2:00 PM

All TA Office Hours are held in EB2 2235.

Project Deadlines

There are three major projects during the course of CSC326. They are broken into milestones as listed below. The milestone deadlines may change, but final deadlines are set.

Onboarding Project

The Onboarding Project is intended to introduce students to software engineering processes and course technologies through a series of small activities, workshops, and reference materials.

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Milestone	Deadline
Milestone 1: Environment Setup (Individual) + Bug Reports	Tuesday, January 15 @ 4pm
Milestone 2: Frontend Development	Thursday, January 17 @ 8am
Milestone 3: Backend Development	Thursday, January 24 @ 8am
Demo to TA	Thursday, January 24 in lab
Deadline: Onboarding Project	Sunday, January 27 @ 11:45pm
Late Deadline: Onboarding Project	Monday, January 28 @ 4pm

Guided Project

The Guided Project furthers software engineering practice in the context of the course project, iTrust2.

Milestone	Deadline
Part 0: Project Planning	Thursday, January 31 @ 8am
Part 1: Requirements, Design, System Test, and Planning	Thursday, February 7 @ 8am
Part 2: Review, Implementation, and Test	Thursday, February 14 @ 8am
Part 3: Review, Delivery, Documentation, and Demo	Sunday, February 17 @ 11:45pm
Part 3: Delivery - LATE	Monday, February 18 @ 4:00pm
Part 4: Reflection	Wednesday, February 20 @ 4:00pm

Team Project

The Team Project is the opportunity to add significant functionality to iTrust2 while following good software engineering processes and practices.

Milestone	Deadline
Iteration 0	Thursday, March 7 @ 8am
Iteration 1A	Thursday, March 21 @ 8am
Iteration 1B	Thursday, April 4 @ 8am
Iteration 2A	Thursday, April 11 @ 8am
Iteration 2B	Thursday, April 18 @ 8am
Demo	Thursday, April 18 during lab
Final Project	Friday, April 19 @ 11:45pm

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Milestone	Deadline
Final Project [LATE]	Saturday, April 20 @ 5pm
Reflection	Thursday, April 25 @ 11:45pm

Exams

There are two exams in CSC326:

- Midterm Exam: Monday, February 25 from 4:30pm-5:45pm (normal class time)
- Final Exam: Friday, May 3 from 1-4pm

Lecture and Lab Schedule - Spring 2019

The following schedule is subject to change.

Class	Type	Topics
January 7	Lecture	Introduction + SE Overview + Team Building
January 9	Lecture	Processes & Tools
January 10	Lab	Environment + OBP Setup
January 14	Lecture	Frontend Overview
January 16	Lecture	Backend + Testing
January 17	Lab	REST APIs
January 21	Holiday	Martin Luther King, Jr. Holiday
January 23	Lecture	Refactoring + TDD/BDD
January 24	Lab	OBP Demos
January 28	Lecture	OBP Reflection + Planning & Estimation + Feature-based Roles
January 30	Lecture	Guided Project Part 0

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Class	Type	Topics
January 31	Lab	Guided Project Part 1
February 4	Lecture	Design
February 6	Lecture	Architecture
February 7	Lab	Guided Project Part 2
February 11	Lecture	Designing for Security
February 13	Lecture	Presentations + Metrics
February 14	Lab	Guided Project Part 3
February 18	Lecture	Requirements
February 20	Lecture	User Stories + GP Reflection
February 21	Lab	Exam Review
February 25	Lecture	Midterm Exam
February 27	Lecture	Team Project Kickoff
February 28	Lab	Iteration 0
March 4	Lecture	Software Process
March 6	Lecture	Project Management + Risk Management
March 7	Lab	Iteration 1A
March 11-15	Holiday	Spring Break
March 18	Lecture	Unconscious Bias
March 20	Lecture	Communication
March 21	Lab	Iteration 1B
March 25	Lecture	Maintenance + Economics
March 27	Lecture	Privacy

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Class	Type	Topics
March 28	Lab	Iteration 1B Continued
April 1	Lecture	Security - Attacks and Defense
April 3	Lecture	Team Work Day
April 4	Lab	Iteration 2A
April 8	Lecture	Performance + Monitoring
April 10	Lecture	Accessibility
April 11	Lab	Iteration 2B
April 15	Lecture	Team Work Day
April 17	Lecture	Team Work Day
April 18	Lab	Team Demo Presentations
April 22	Lecture	TP Refection + Configuration Management + Continuous Integration
April 24	Lecture	Senior Design Preview
April 25	NO LAB	Final Exam Review
May 3	FINAL EXAM 1-4pm	

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