



CS304 SOFTWARE ENGINEERING

Yida Tao

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COURSE TEAM

Lecturer

Yida Tao (陶伊达) taoyd@sustech.edu.cn

Lab tutor

Lei Tian (田蕾) tianl3@mail.sustech.edu.cn

Daxing Wang (王大兴) wangdx3@mail.sustech.edu.cn

Teaching assistant

潘一诺、谭雅静、魏田纭溪、易翔、赵云龙、周子睿

COURSE SCHEDULE

Lecture

Monday 5-6 一科报告厅

Lab

Monday 7-8 三教502 王大兴 (潘)

Monday 7-8 三教503 田蕾 (周)

Tuesday 3-4 三教505 陶伊达 (魏)

Tuesday 3-4 三教502 王大兴 (赵)

Tuesday 3-4 三教503 田蕾

Wednesday 5-6 三教502 王大兴 (易)

Wednesday 5-6 三教508 田蕾 (谭)

COURSE WEBSITE

Blackboard

You'll be automatically added to the enrolled class.

All course resources (slides, notifications, etc.) will be uploaded here.

GitHub Classroom:

Team projects, milestones, and some of the lab practices will be released and submitted here. Details later.

<https://classroom.github.com/classrooms/>

COURSE GROUP

Software Engineering
Spring 2024

About the course

Announcements

Instructors

Course Materials

Labs

Assignments

DeclarationForm

Grade Center

My Grades


Announcements

Course group


Posted on: Sunday, February 18, 2024 9:59:44 PM CST

Welcome to CS304! Please feel free to explore the course via the sidebar menu on the left, which is pretty self-explanatory.

You may also join the course group using WeCom (企业微信), by scanning the barcode below.

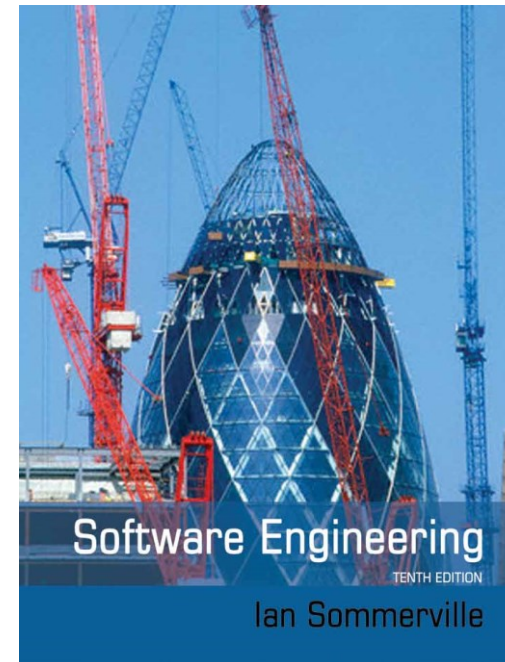
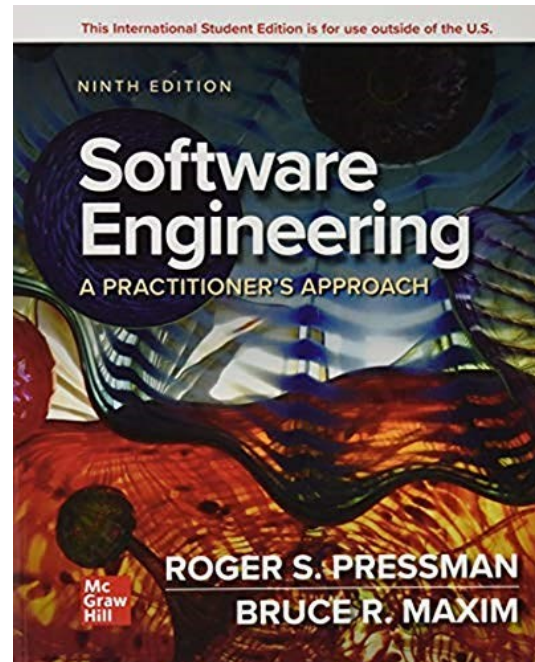
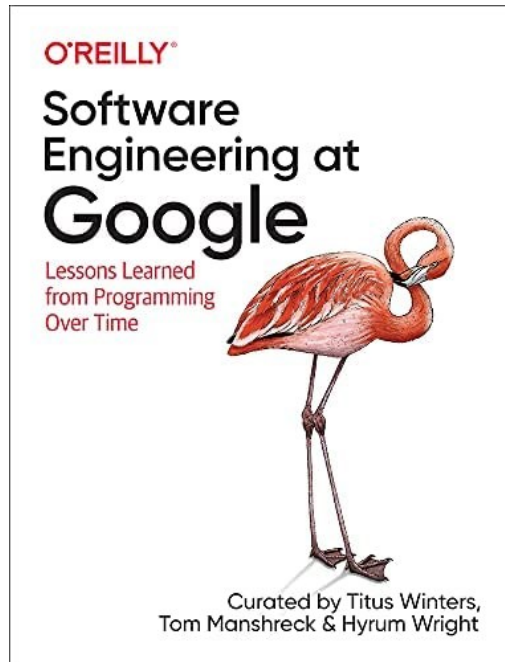


24S-CS304-SE
此群是企业内部群聊，仅企业成员可扫码加入



REFERENCE

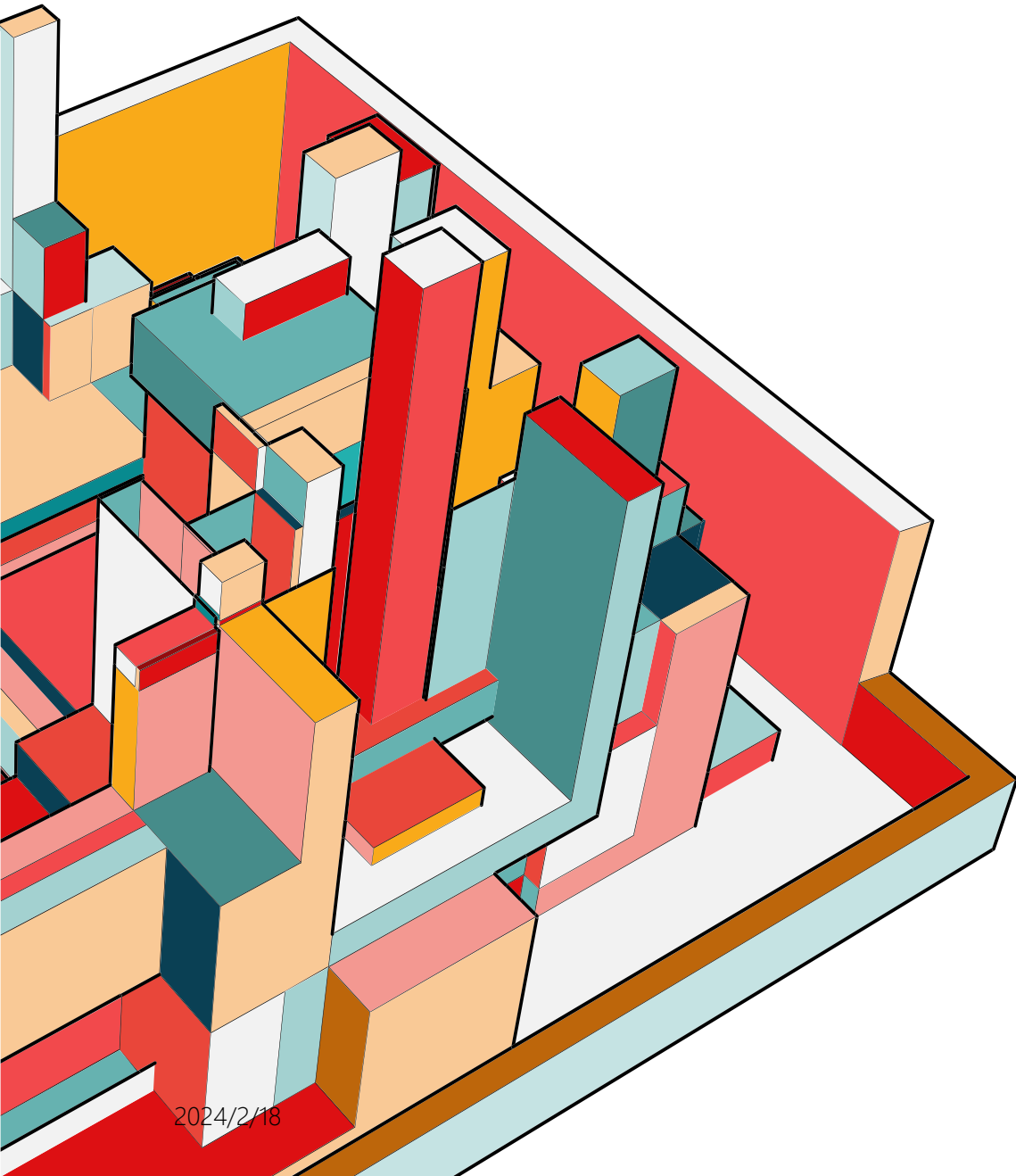
There is no single textbook, but you may find the following books useful



THIS IS NOT A PROGRAMMING COURSE

BUT YOU WILL DO A LOT OF PROGRAMMING THROUGHOUT THE COURSE 😊





LAB PRACTICES

- Practical tasks
- Done by individuals
- Finished and checked onsite

TEAM PROJECT

- Medium-sized projects that mirror realistic settings
- Work in a fixed team of 4-5 people throughout the semester
- 3 milestones, each with reports, deliverables, and presentations



Find your team NOW! (within-lab or cross-lab are both OK)

TEAM PROJECT

1. Coursework Grading System
2. Intelligent IDE
3. Academic Assistant
4. Campus Events and Entertainment Center
5. Campus Adventure Game

TEAM PROJECT

You may also propose other interesting projects, with certain restrictions (cannot overlap with projects of other courses)

Projects should be practical, executable, usable, and have a clear set of target/real users. Contact us if you're not sure.

More details on Lab 1

GRADING POLICY

Lectures (attendance + quiz)	10%
Lab (attendance + practices)	15%
Team Project <ul style="list-style-type: none">- Proposal: 10%- Sprint 1: 15%- Sprint 2: 20%	45%
Final Exam (close-book)	30%



LATE DAY POLICY

- Lab practices
 - 20% penalty after the deadline
- Project milestones
 - No late day for presentations
 - 40% penalty for late submissions of report & deliverables



BONUS

- Team project **+2 max**
 - Early submission at week 15: **+0.5**
 - Demo at week 16 lecture: **+1 max**
 - Extra contribution
- Individual academic talk **+1 max**

INDIVIDUAL ACADEMIC TALK

**SEND ME AN EMAIL
ASAP TO SIGN UP!**

- During week 15/16 lecture, we'll have a sharing session, featuring 5-6 individual academic talk
- In this talk, you can introduce any topics in Software Engineering that you are interested in.
- You'll prepare a 10-15 min talk, introducing the background, the state-of-the-art techniques & tools, limitations, and the future work of the selected topic

INDIVIDUAL ACADEMIC TALK

**SEND ME AN EMAIL
ASAP TO SIGN UP!**

- You could choose topics covered in lectures, but your talk should be different from our course slides & lectures.
- You should submit your slides on week 14 for review; Unqualified slides will NOT be allowed to be presented.

ACADEMIC INTEGRITY

From Spring 2022, the plagiarism policy applied by the Computer Science and Engineering department is the following: ↵

↵

*** If an undergraduate assignment is found to be plagiarized, the first time the score of the assignment will be 0.**↵

*** The second time the score of the course will be 0.**↵

*** If a student does not sign the Assignment Declaration Form or cheats in the course, including regular assignments, midterms, final exams, etc., in addition to the grade penalty, the student will not be allowed to enroll in the two CS majors through 1+3, and cannot receive any recommendation for postgraduate admission exam exemption and all other academic awards.**↵

↵

As it may be difficult when two assignments are identical or nearly identical who actually wrote it, the policy will apply to BOTH students, unless one confesses having copied without the knowledge of the other. ↵



南方科技大学
SOUTHERN UNIVERSITY OF SCIENCE AND TECHNOLOGY

计算机科学与工程系
Department of Computer Science and Engineering

本科生作业承诺书

本人_____（学号_____）本学期已选修计算机科学与工程系_____课程。本人已阅读并了解《南方科技大学计算机科学与工程系本科生作业抄袭学术不端行为的认定标准及处理办法》制度中关于禁止本科生作业抄袭的相关规定，并承诺自觉遵守其规定。

承诺人：

年 月 日

Please submit the form before the end of the course selection & drop period!

NEXT

Introduction to Software
Engineering