

Department of Computer Science
Georgia State University
Spring 2017 -- CRN: 10247
CSC 4350/6350 SOFTWARE ENGINEERING

Time & Room: 5:30pm-7:15pm -- M,W -- Classroom South 306

Instructor -- William Gregory Johnson

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Mobile -- 404-348-6923

Google Hangouts -- William.johnson.gsu@gmail.com

PREREQUISITES -- CSC 2720 (Data Structures) is enforced with grade 'C' or higher.

TEXTS -- Bernd Bruegge & Allen H. Dutiot. *Object-Oriented Software Engineering: Using UML, Patterns and Java: 3rd edition*. Prentice Hall. 2010

Martin Fowler with Kendall Scott: *UML Distilled 2nd edition: A brief guide to the standard Object Modeling Language*. Addison Wesley 1999.

FREE DOWNLOAD: The Guide to the Software Engineering Body of Knowledge  SWEBOK®

Subject Content -- Techniques used in large scale scientific or technical software development, including requirements analysis (system and software), cost estimation, project planning and management, risk specification, system design, implementation, testing, validation, verification, maintenance, and life cycle. A team project is mandatory for this class which may be developed using JAVA/.NET or programming language of your choice as long as it has been approved by the instructor and agreed upon by your complete group. A list of topics will be given to choose from **OR** students may select their own topic which **must be approved by the instructor**.

This class is considered to be one of the CTW (Critical Thinking Writing) classes of the Department. It means therefore, that the students will be evaluated on performance based upon the following with regards to both assignments and exams --

1. Analysis
2. Description
3. Understanding
4. Preparation
5. Completeness
6. Correctness
7. English Grammar, etc.

More details to be given in the **"Contract."**