Course Syllabus

Course **CS/CE/SE 3354.008 Software Engineering**

Professor Sruthi Chappidi
Term Spring 2025
Meetings TR 10:00 am – 11:15 am, ECSW 1.355

Professor's Contact Information

Office Phone	(972) 883-2654
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Office Location	ECSS 3.212
Email Address	Sruthi.chappidi@utdallas.edu **(Please type 3354.008 in the subject field)**
Office Hours	Mon & Wed 10:15 to 12:00 PM or by appointment In-person/Teams.
Other Information	Email is the most effective form of communication. Please include your course and section in the subject line to ensure a prompt response. **3354.008 Software Engineering**

General Course Information

Pre-requisites, Co-requisites, & other restrictions	Prerequisites: CE/CS 2336 or 2337: Computer Science II or CS 3333 and CE/CS/TE 2305: Discrete Mathematics with a grade of C or better. Prerequisite or co-requisite: ECS 3390: Professional and Technical Communication.
Instructional Mode	In person and/or Microsoft Teams* ***We will meet in person unless weather or other emergencies prevent it, in which case we will use Teams for the meeting.**
Course Description	Introduction to software life cycle models. Software requirements engineering, formal specification and validation. Techniques for software design and testing. Cost estimation models. Issues in software quality assurance and software maintenance.
Learning Outcomes	Ability to understand/apply: 1. Ability to understand software lifecycle development models 2. Ability to understand and apply software requirements engineering techniques 3. Ability to understand and apply software design principles and modeling 4. Ability to understand and apply software testing techniques 5. Ability to understand the use of metrics in software engineering 6. Ability to understand formal methods in software development 7. Ability to establish and participate in an ethical software development team 8. Ability to understand software project management 9. Ability to understand CASE tools for software development
Required Texts & Materials	**1. Ian Sommerville, "Software Engineering", 10th ed., Pearson, 2015, ISBN: 978-0133943030.** 2. Kung D., "Object-Oriented Software Engineering: An Agile Unified Methodology", 1st ed., McGraw Hill, ISBN: 9780073376257.

Suggested Texts, Readings, & Materials	1. S.R. Schach, Object-Oriented and Classical Software Engineering, Eighth Edition,2011. 2. Craig Larman, "Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development", Prentice-Hall, ISBN: 013 148 9062, 2005. 3. Martina Seidl, "UML @ Classroom", ISBN: 9783319127422, 2015. 4. And more. 5. Extra material may be posted on eLearning

Course Policies

Grading (credit) Criteria

All grades will be available on eLearning. The grade will be determined as described below.

98-100 A+	88-89 B+	78-79 C+	68-69 D+	Below 60 F
92-97 A	82-87 B	72-77 C	62-67 D	
90-91 A-	80-81 B-	70-71 C-	60-61 D -	

The final grade will be determined following weight distribution:

Exam 1	15 %
Exam 2	15 %
Quizzes	15 %
Assignment Average	20 %
Group Project & Presentation	35 %

Grade Disputes: All grade disputes must be reported within 1 week of grading and resolved within 2 weeks of the grade in question being posted in eLearning. Uncontested grades will become final after 1 week and cannot be disputed later. Announcements are made after each grade is posted, so please check your grades promptly and reach out to the proper person.

The instructor is responsible for grading your exams. If you have questions regarding your exam, please contact me by email.

Everything else will be graded by a TA. Please address any grading concerns you have regarding these grades with the TA. When you email the TA with questions about your grade, copy me on the email so that I am aware of the situation and can make sure it is resolved.

Exams & Quizzes:
Quizzes: You may be given quizzes in eLearning. You will be needing **Lockdown Browser** to complete the quiz
*Exams***:** You may be given exams in classroom, testing center or in eLearning through Lockdown Browser

Late Work	**10pts deduction if assignments/projects submitted within 24-hours of due dates. After the 24-hour period ends, the score is recorded as a zero.**
Group Project	• There will be a group/team final project with 2 planned increments (equal weight): 30%. • All students are required to participate in all presentations. Participation is part

	of the project score. 5% • Group members are required to work together throughout the project. You should plan on committing your time and effort to teamwork. Groups that do not work together produce very poor results and score poorly. Keep this in mind. Make sure perform well in your group. • Groups or group members should report to the instructor as soon as possible if there are problems in the team that will affect teamwork. • Students that opt to code in the final phase of the project should brush up on coding skills. • The final project that will be posted in eLearning and should be turned in via eLearning ONLY. • No e-mail submissions are accepted.
Assignments	• All Assignment will be posted and submitted via eLearning ONLY. • No e-mail submissions are accepted. Please plan accordingly, do not leave your submissions to the last minute. Any submission that is missed will be graded with a zero. Please do not insist for exceptions. • All assignments are individual work. Collaboration with others or any form of cheating will not be tolerated and will result in disciplinary action • **Assignments calendar will be posted on elearning.**
Quizzes	• Quizzes will occur every Friday, covering the material discussed during the week. • Exceptions will be announced via email (there will be no quizzes during exam weeks or the final week of class). • Quizzes are open books and open notes via **eLearning Lockdown Browser**. Do not search on the Web for a solution to a problem. • Quizzes will last 15-20 minutes from the time start (and then will be automatically submitted). • Quiz results will be available in eLearning after the due date/time • Quizzes may be taken between 8:00 am Fridays to 8:00 am Saturdays. • Quizzes cannot be made up; excused absences result in a null grade.
Make-up Exams	Exams must be taken on time. Exceptions require advance approval by the instructor. It is up to the instructor to determine whether an exception will be made and will depend largely on proof of extraordinary circumstances. Otherwise, a missed exam will either incur a substantial penalty or be recorded as a zero.
Extra Credit	No Extra Credit. The lowest Assignment and Quiz grade will be dropped.
Class Materials & Recordings	This course utilizes online tools for interaction and communication. Some external communication tools such as regular email and Teams may also be used during the semester. For more details, please visit the Student eLearning Tutorials webpage for video demonstrations on eLearning tools.
Communication	UTD e-mail or Teams will be the best way to reach out to me. Email: students **must include their course and section number** while sending emails to instructor or graders to get prompt response. Student emails will be answered **within 3 working days under normal circumstances.**
Cheating	All assignments, quizzes and exams (other than the term project) are to be individual efforts. Please do not collaborate with other students. Copying assignments or exams, in whole or in part, from other sources will be considered

	an act of scholastic dishonesty. This policy includes copying from other students, from assignments/quizzes from previous semesters or from the Internet.
UT Dallas Syllabus Policies and Procedures	The information contained in the following link constitutes the University's policies and procedures segment of the course syllabus. Please go to http://go.utdallas.edu/syllabus-policies for these policies

These descriptions and timelines are subject to change at the discretion of the Professor.