Software Engineering
Course Syllabus

Course Description

Introduction to Waterfall and Agile Software Development Life Cycle models. Software requirements specification. Software analysis and design techniques. Software testing. Software quality assurance. Project Management techniques.

Course Information

Course Title: Software Engineering

Course Number: CS 3354, Section 501

Term: Spring 2018

Meeting At: 7:00 – 8:15 pm, Tuesday and Thursday in ECSN 2.110

Credit Hours: 3

Instructor's Contact Information

Name: Dr. Michael Christiansen

Phone Number: 972 883 6906 Note: email is only reliable method of leaving messages

Email Address: michael.christiansen@utdallas.edu

Office: ECSS 4.201

Office Hours: Tuesday and Thursday 1:00 - 2:00, by appointment, and when my office door is open. Call my office at 972 883 6909 to check if I'm in.

eLearning Site: Our eLearning site contains all announcements, slides, assignments, and other materials for this course.

Teaching Assistant Contact Information

Name: TBD

Office Hours: TBD

Office: TBD

Email Address: TBD

Academic Calendar and Events

- Classes Start: 1/8
- Last Day of Class: 4/29
- Midterm Exam: 2/22 During Regular Class
- Final Exam: TBD
- Spring Break: 3/12-18

See the official UTD calendar for university holidays and closings here.

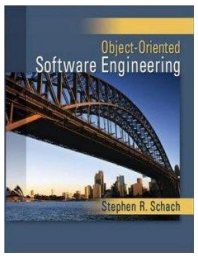
Course Prerequisites

1. ECS 3390 Pre/Co-Requisite: Professional and Technical Communication
2. (CE 2336 or CS 2336 or TE 2336 or CS 3333): Computer Science II
3. (CE 2305 or CS 2305 or TE 2305) Prerequisite: Discrete Mathematics for Computing

Course Learning Objectives

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

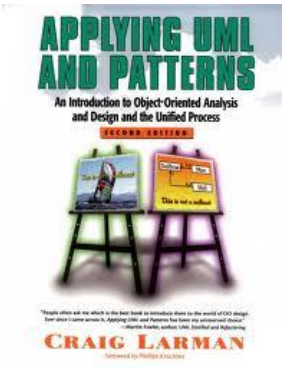
Required Textbook



Object Oriented Software Engineering by Stephen R. Schach.

ISBN-13: 978-0073523330

Supplemental Textbook and Materials



Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development, Second or Third Edition by Craig Larman.

Other materials as provided in the “Supplemental Materials” folder of the eLearning site.

Grading Policy

The grade will be determined as follows:

- The final course grade will be calculated against the following factors:

Projects	25 %
Assessments	10 %
Class Attendance	5%
Midterm Exam	25 %
Final Exam	35 %

- **No bonus work, make-up work, dropped scores, or other means of raising your grade will be provided.**

Classroom Policy

Laptop and phone usage will not be allowed during class without written proof for medical reasons. However, phones can be used to take pictures.

Students that miss four consecutive classes will fail the course.

Students that miss three consecutive classes will have their final grade reduced by one letter grade for every infraction.

Attendance will be taken and verified for every class meeting. If cheating on the roll is discovered, students will be reported for academic dishonesty.

University policies can be found by visiting http://go.utdallas.edu/syllabus-policies. The materials in this syllabus are subject to change at the professor's discretion.