Software Engineering Concepts  
CPSC461  
Course Outline  
Fall 2000

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Office Hours: M, W 2:15 – 3:45 PM  
T 11:30 – 12:30 PM

Lectures: TTh 1:00 – 1:50 PM  
Labs:  
Session 1: Tu 2:00 – 3:50 PM (CS300)  
Session 2: Th 2:00 – 3:50 PM (CS300)

Text:  
-Other Selected papers

Prerequisite: Examination in EWP, CPSC311, 321 and 331. Please note that the CS department takes it very seriously. If it is not met, you will be dropped by the department. If you have any concerns about the prerequisites, please contact the department immediately.

Course Work: There will be a class project, two midterms and a final. The weight distribution is as follows:  
Project  
Documentation 20%  
Oral Presentation/Demonstration 8%  
Participation 2%  
2 Midterm Quizzes 15% each  
Final Exam 40%  

Grading Scale:  
90% and above A  
80% - 89.9% at least B  
70% - 79.9% at least C  
60% - 69.9% at least D

Midterms: If you are absent for a midterm exam, you will receive a zero unless you have a valid excuse. If you miss a midterm with valid excuse, the final will have increased weight. You cannot miss both midterms in any case.  
1st Midterm: Oct 3 (Tuesday)  
2nd Midterm: Nov 6 (Tuesday)  
Final: The final exam will be comprehensive and will be given at the specified time in the class schedule. A missing final exam will be dealt with according to the university regulations on the incomplete and withdrawals.

All exams are closed book and closed notes unless otherwise announced.
Class Project: There will be a project which consists of a set of documentation, including analysis, design, coding, testing, manual etc. You MUST form a group to work on the project. Your group will most likely to get the same grade for the project, however if you miss group meetings with no reason, then it will affect your participation, thus your final grade.

No collaboration is allowed between groups. Although, your partners may work on different parts, you are responsible for understanding all parts of the project you turn in. The details of the project will be discussed at a later time.

Attendance: You are expected to attend all lectures and labs. You are responsible for a missed work if you are absent. Please arrange with a friend to pick up any assignments or handouts.

Drop Deadline: Please see the Schedule of Classes for the deadlines to drop the class.

Few words for Academic Dishonesty

Academic dishonesty include such things as cheating, inventing false information or citation, plagiarism and helping someone else commit an act of academic dishonesty. It usually involves and attempt by a student to show possession of a level of knowledge or skill which (s)he dose not possess.

Cheating is defined as the act of obtaining or attempting to obtain credit for work by the use of any dishonest, deceptive, fraudulent or unauthorized means. Examples of cheating include, but are not limited to using notes or aids or help of other students on tests and examinations in the ways other than those expressly permitted by the instructor, plagiarism as defined below, tampering with grading procedure, and collaborating with others on any assignment where such collaboration is expressly forbidden by the instructor.

Plagiarism is defined as the act of taking the specific substance of another and offering it as one’s own without giving credit to the source (e.g., copying other person’s program). When sources are used, acknowledgment of the original author or source must be made following standard scholarly practice. The Penalty for academic dishonesty is very serious and will be dealt according to the university regulations.

Final words

If you have any problem with this course, please contact me as soon as possible. I want the entire class to do well and for that I am willing to help you as much as possible. Please, do not hesitate to contact me.
Course Description

The primary purpose of this course is to provide you with concepts, reference material, and hands-on experience with software engineering technology. This is a project oriented course. The project will involve planning, analyzing and developing a software system using software engineering techniques.

**Approximate class schedule**

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Stephen Schach</th>
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<tbody>
<tr>
<td>1</td>
<td>Introduction</td>
<td>Chapter 1</td>
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<td>2</td>
<td>The Software Process and Software Cycle Models</td>
<td>Chapter 2, 3</td>
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<td>3</td>
<td>Requirements Phase</td>
<td>Chapter 9</td>
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<tr>
<td>4-5</td>
<td>Specification Phase</td>
<td>Chapter 10</td>
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<td></td>
<td>Midterm I</td>
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<td>6-7</td>
<td>Design Phase</td>
<td>Chapter 12</td>
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<tr>
<td>8-9</td>
<td>Implementation/Integration Phases</td>
<td>Chapter 4, 13, 14</td>
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<tr>
<td>10-11</td>
<td>Testing Phase</td>
<td>Chapter 5</td>
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<td></td>
<td>Midterm II</td>
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<td>12-13</td>
<td>Maintenance</td>
<td>Chapter 15</td>
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<tr>
<td>14</td>
<td>Objects, OOA, OOD, Other OO Issues</td>
<td>Chapter 6, 11</td>
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<td></td>
<td>(may be included in each SLC)</td>
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<tr>
<td>15</td>
<td>Other SE topics/Future Directions/Conclusions</td>
<td>Chapter 7, 8 and selected papers</td>
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