C-S 341 Software Engineering  
Spring 2017

Section: 01 T Th 11:00am – 12:40pm  Wing 218

Instructor: Dr. Mao Zheng  
Wing 217, Tel: 785-6808, Email: mzheng@uwlax.edu

Office Hour: 10:00am to 11:30am, 1:30pm – 3:00pm on Mondays,  
10:00am to 11:00am, 2:15pm to 3:30pm on Tuesdays and Thursdays  
Or set an appointment by email

Course Website: http://cs.uwlax.edu/~zheng/CS341Spring17/

Course Objective: This course aims to introduce the principles of software engineering discipline so that software engineers will appreciate both technical and non-technical issues in the development of large-scale cost-effective software systems. You will be learning a disciplined process of developing software and practicing it in a small project.

Learning Outcomes:
By the end of this course, you will be able to:

• Read and write UML class diagrams and UML use case diagrams.
• Read and write a requirements document, design document.
• Learn various software life cycle models that include the waterfall model, the prototyping models (rapid, incremental and evolutionary), the spiral model, and the agile model.
• Choose an appropriate life cycle model for a given software development project.
• Develop requirements document, design document, code and test cases for a software project. Implement and demonstrate the project.
• Work in a team setting.


References:
Evaluation:

Mid-Term Exam  20%  --  Thursday March 9, 2017
Final Exam 30%  --  Tuesday May 9, 2017  2:30pm – 4:30pm
Team Project  50%

All submissions must be free of spelling and grammatical mistakes. In addition, they should also conform to the format given by the instructor. All submissions must be typed; no hand-written documents will be accepted.

Course Contents (may not following exact order)

- Software Process  Software Life Cycle Models
- Requirements Engineering  Analysis and Design Models
- Object Oriented Design  Software Testing

Course Expectations

To be successful in this course, you need to start working on your course project as soon as possible. This includes actively finding team members and forming your project team, researching and understanding the course project problem domain. The project deliverables are connected with lecture contents. Hence your class attendance and participation are very important for this course. Lecture contents mainly cover the general software development principles and guidelines in each development phase that needs to be applied in your course project. Be prepared and clarify the questions rising from your project and discover how these general principles and guidelines are applied in the specific problem domains through class discussions. The course is only effective if you participate in-class discussions and activities, and apply the lecture contents in your project.

Students with Disabilities

Any student with a documented disability (e.g. ADHD, Autism Spectrum Disorder, Acquired Brain Injury, PTSD, Physical, Sensory, Psychological, or Learning Disability) who needs to arrange academic accommodations must contact The ACCESS Center (165 Murphy Library, 608-785-6900, ACCESSCenter@uw lax.edu) and meet with an advisor to register and develop an accommodation plan. In addition to registering with The ACCESS Center, it is the student's responsibility to discuss their academic needs with their instructors. You can find out more about services available to students with disabilities at The ACCESS Center website.