CS 3773 Software Engineering

Spring 2014

Course Instructor

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Course Meetings: TR 2:30 pm – 3:45 pm in classroom UTSA-1604 FLN 3.02.07

Office Hours: TR 4:00 pm – 5:30 pm

Course Web Page: http://www.cs.utsa.edu/~niu/teaching/cs3773

Prerequisites

Data Structure and Object-Oriented Programming

Required Textbooks


Course Outline

Introduction of different aspects of software engineering with the concentration on processes, methods, and tools for developing reliable software-centered systems. Study of software development process models, project management, a variety of modeling notations, requirement analysis, architecture design methods, and testing techniques.

Course Goals

- To introduce you to the fundamental concepts of software development process, requirements, design, and testing.
- To give you hands-on experience on how to create software requirements specification, design, implementation, and testing of large software applications with Computer-Aided Software Engineering tools
Course Topics

- Software Development Processes and Project Management
- Requirements Analysis
- Unified Modeling Language (UML)
- Software Design
- Validation and Verification Techniques

Grading Scheme

- Exam 1: 15%
- Exam 2: 15%
- Individual Assignments: 10%
- Group Project1: 20%
- Group Project2: 30%
- Participation: 10%

Examination Schedule

- TBD

No makeup exams will be permitted.

This Syllabus is provided for informational purposes regarding the anticipated course content and schedule of this course. It is based upon the most recent information available on the date of its issuance and is as accurate and complete as possible. I reserve the right to make any changes I deem necessary and/or appropriate. I will make my best efforts to communicate any changes in the syllabus in a timely manner. Students are responsible for being aware of these changes.

The common syllabus information and Roadrunner Creed can be found at http://utsa.edu/syllabus.