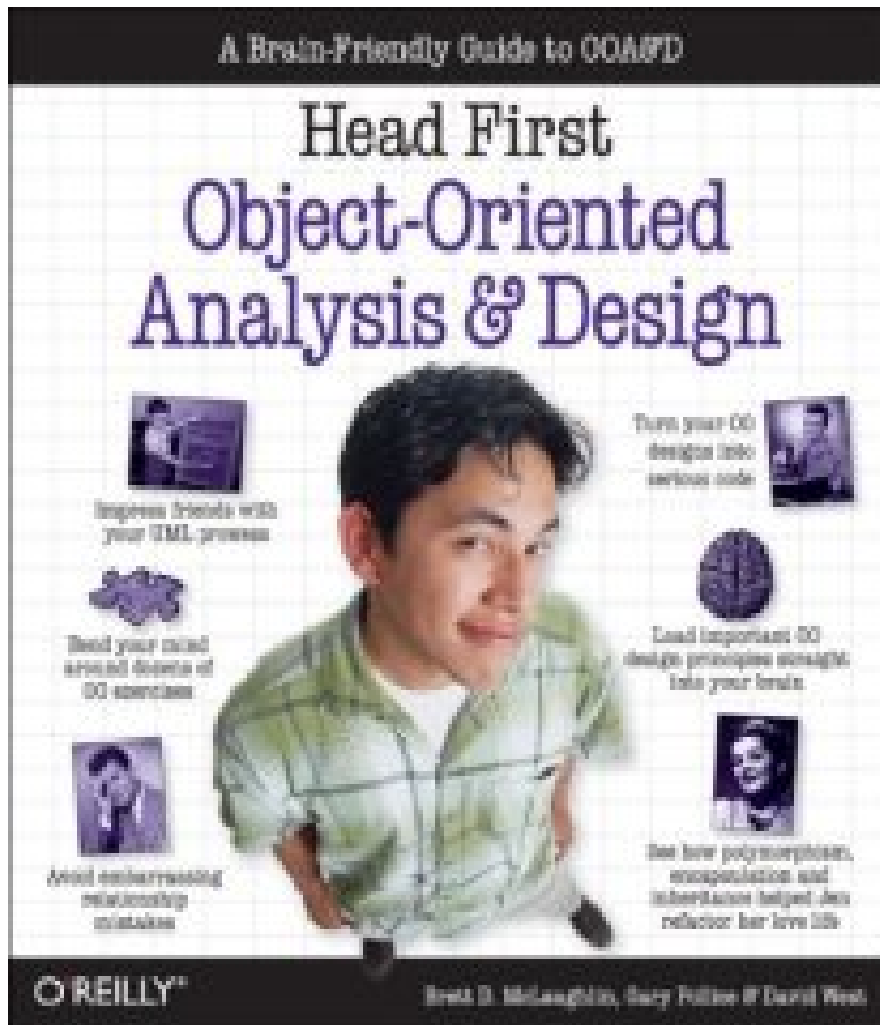


CS 310: Software Engineering II

Marshall University, Spring 2008

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1 Course Description

Software engineering is an *engineering discipline* which encompasses all aspects of software production from requirements elicitation, system specification, design, implementation, testing, deployment, and maintenance. In this course, you will learn about software design, software development environments, software build tools, people and process management, version control and release management, software testing, and emerging technologies. Due to the broad nature of the subject area, this course will place emphasis on the breadth of the subject matter rather than on an in-depth study of few topics.

2 Prerequisites

- CS 305: Software Engineering I with a grade of C or better.
- Access to WebCT Vista from your home will be quite helpful.

3 Class meeting time and location

- 9.30 AM – 10.45 PM, Tuesdays and Thursdays, GH 206A.

4 Instructor information

- Name: Dr. Venkat N. Gudivada, Professor, Engineering & Computer Science.
- Phone and email: 304-696-5452; gudivada@marshall.edu. Please use WebCT Vista email for course related inquiries.
- Office Location: GH Room 205A.
- Office Hours: TuTh 1.00 PM - 4.00 PM. Other times by appointment.

5 Course topics at a glance

- Software design
- Design patterns
- Software development environ-
- Software reuse
- People and process management

- Versioning and configuration management
- Quality assurance and testing
- Measurement and maintenance management
- Emerging technologies

6 Course assessment

The course assessment components include: written assignments (20%), team project (20%), two midterm exams (40%), and a final (20%). Maximum possible score is 100. Course grade is awarded based on the following scheme:

<i>Score</i>	<i>Letter Grade</i>
≥ 90	A
$\geq 80 \ \& \ < 90$	B
$\geq 70 \ \& \ < 80$	C
$\geq 60 \ \& \ < 70$	D
< 60	F

6.1 Written Assignments

There will be several, small written assignments. Answers to these questions must be submitted via WebCT Vista.

6.2 Team Project

There will be a semester-long team project. This will be continuation of CS 305 project. You will do the software design, implement your design, and test your application. You will learn how to use Eclipse and relevant plug-ins for implementing your application.

7 Instructional materials

Required Textbook Brett McLaughlin, Gary Pollice, and David West. *Head First Object-Oriented Analysis and Design*. ISBN-10: 0596008678. ISBN-13: 978-0596008673. O'Reilly Media, Inc. November, 2006.

Additional Resources Course notes and other handouts will be available on WebCT Vista. URLs for additional resources will also be listed on the Vista.

8 WebCT Vista

It is important to visit WebCT Vista for up-to-date information about the course. It hosts all the course materials including assignments, handouts, lecture notes, and reading materials. Also, you will use the Vista for submitting your team project.