

**Concordia University
Department of Computer Science
and Software Engineering**

**Software Engineering I
COMP 354 --- Fall 2005 --- Section E**

Contact Information

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Calendar Description

Prerequisite: COMP 352; ENCS 282. Principles of software development and maintenance. Software lifecycle models and deliverables: requirements analysis and specification, architectural and detailed design, implementation, verification and validation. People, product, and process issues: team dynamics, communication, presentations, reviews. Lectures: three hours per week. Laboratory: two hours per week. Tutorial: one hour per week. NOTE: Students who have received credit for COEN 431 may not take this course for credit.

Prerequisite Knowledge

You should have had some previous experience in programming, preferably object oriented programming using C++ or Java (COMP 249 or equivalent), some knowledge of data structures and algorithms (COMP 352 or equivalent), and some knowledge of the principles of technical documentation (ENCS 282 or SOEN 282 or equivalent).

Text Book (recommended)

Roger Pressman. *Software Engineering: A Practitioner's Approach*. Sixth edition. McGraw-Hill. ISBN 0-07-285318-2, 2005.

Web Page

You can use an internet browser to obtain assignments, lecture notes and slides, project documentation templates and other detailed information and news about the course at this web site :

newton.cs.concordia.ca/~paquet/wiki/index.php/COMP354_fall_2005_section_E

Computing Facilities

You will do practical work in a computer laboratory equipped with PCs that run Windows and Linux operating systems. Programming environments for C++ and Java are available on both platforms. The computer laboratory assigned to this course is H-929. It is not mandatory to use the official lab environment to develop your project. However, note that final project demonstrations will have to occur on the downtown campus buildings.

Project

The major practical component of the course will be the development of an application designed and implemented by a team. Each team will consist of seven or eight students. The roles of team members will be discussed during the first week in the lecture and tutorial. Each team will implement a software application whose topic will be presented during lecture time in the first two weeks of classes. It is very important to understand that the role of this project is to demonstrate the importance and the application of software engineering principles. It is not to be approached as a regular programming project, where programming is the main focus.

Evaluation

You will be evaluated as follows:

Quizzes (2)	$20\% + 20\% = 40\%$
Homework Assignments (3)	$5\% + 5\% + 5\% = 15\%$
Team Project Deliverables (4)	$10\% + 10\% + 15\% + 10\% = 45\%$

Quizzes (20% and 20%) and assignments are individual work, and the project is team work, where each team member shares the exact same grade as his/her team mates. The three homework assignments (3 X 5%) will be primarily theoretical and designed as exercises to help you prepare for the quizzes. The project is providing the practical component in the form of three project deliverable documents (10%, 10% and 15%) and a project demonstration (10%). Late assignments or project deliverables will be assessed a 50% penalty for each late working day. The exact schedule for assignment due dates and quizzes will be announced during lecture time and on the web page.