

CS673 Software Engineering

Department of Computer Science
Metropolitan College
Boston University

Syllabus

Instructor Information

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Office Hours:

Tue, Wed and Thu: 4:00-5:00PM Or by appointment
Feel free to ask me any questions before or after class. You can always contact me by email **Please always add “CS673 (or cs673)” in the subject of your email.**

Course Information

Lecture Time

Thursday 6:00-8:45PM FLR123

Prerequisites

[MET CS 342](#) and at least one 500- level computer programming-intensive science course or instructor's consent.

(This course is not about programming. However programming skill is the prerequisite. You should be familiar with OO concept and proficient in at least one high-level programming language before taking this course.)

Reference Books:

Preferred SE Textbook:

- Eric Braude, Michael E. Bernstein. *Software Engineering: Modern Approaches (2nd Edition)*. Waveland Press, Inc. (ISBN:9781478632306)

Other SE Textbooks:

- Robert C. Martin. Agile Software Development, Principles, Patterns, and Practices
- Bernd Bruegge and Allen H. Dutoit. Object-Oriented Software Engineering: Using UML, Patterns and Java
- Shari Lawrence Pfleeger, Joanne M. Atlee. Software Engineering: Theory and Practice
- Roger S. Pressman Software Engineering: A Practitioner's Approach
- Hans Van Vilet. Software Engineering: Principles and Practice
- Armando Fox and David Patterson. Engineering Long-Lasting Software: An Agile Approach Using SaaS and Cloud Computing

Other Essential Books for Software Engineers

- Frederick P. Brooks, Jr. The Mythical Man Month
- Elisabeth Freeman, Eric Freeman, Bert Bates, and Kathy Sierra. Head First Design Patterns.
- Martin Fowler, Kent Beck, Don Roberts. Refactoring: Improving the Design of Existing Code
- Steve McConnell. Code Complete: A Practical Handbook of Software Construction

Other Reading Materials

- Microsoft Secure Development Life Cycle: <https://www.microsoft.com/en-us/sdl/>
- OWASP
 - TOP 10: https://www.owasp.org/index.php/Category:OWASP_Top_Ten_Project
 - Developer Guide: https://www.owasp.org/index.php/Category:OWASP_Guide_Project
 - Testing Guide: https://www.owasp.org/index.php/Category:OWASP_Testing_Project

Please check blackboard learn (<https://learn.bu.edu>) for more reference materials

Description (from Catalog)

Techniques for the construction of reliable, efficient and cost-effective software. Requirements analysis, software design, programming methodologies, testing procedures, software development tools and management issues. Students design and implement a system in a group project. Laboratory course.

Objectives

At the end of the semester, students are expected to

- Describe and compare major software process models and activities in software process.
- Explain agile methodology and techniques, and apply these in a real-world team-based project to develop high-quality software on time.
- Identify security risks in the software project and apply various techniques to enhance software security.
- Use proficiently various SE tools including UML tool, project management tool, programming tool, testing tool, version control tool etc.
- Communicate effectively with team members and customers.
- Present clearly the software project in both oral and written form.

Course Requirements

- Class participation
- Reading and study
- Semester-long project
- Quizzes and Exam

This course is featured with a semester-long team-based project. Each team should have at about 4-6 students. Every member of the team is expected to contribute a roughly equal share to the project.

Course Policies

Grading Policy

The grade that a student receives in this class will be based on class participation, in-class exercise, quizzes, project and the exam. The grade is breakdown as shown below. All percentages are approximate and the instructor reserves the right to make necessary changes.

- 5% on class participation
- 15% on written assignments
- 50% on semester-long project
- 30% on final exam

Letter grade/numerical grade conversion is shown below:

A (95-100)	A- (90-94)	
B+ (85-89)	B (80-84)	B- (79-77)
C+ (74-76)	C (70-73)	C- (65-70)
D (60-65)	F (0 – 59)	

Attendance Policy

Attendance is expected at all class meetings. You are responsible for all material discussed in class. In general, no makeup quizzes and exam will be given unless an extremely good, verifiable reason is given in advance. Please respect your classmates by silencing your cell phones and other electronic devices before class begins.

Assignment Late Policy

All project deadlines are firm. A deadline miss means zero for the grade of that phase. It is the students' responsibility to keep secure backups of all working products.

Academic Integrity

Academic conduct in general and MET College rule in particular require that all references and uses of the work of others must be clearly cited. All instances of plagiarism must be reported to the College for action. *For the full text of the academic conduct code, please check*

<http://www.bu.edu/met/for-students/met-policies-procedures-resources/academic-conduct-code/>.

Course Schedule

(This is a tentative schedule. It is subject to change based on the class progress and students' feedback)

Both the lecture and project use iterative approaches. The lecture includes two iterations. The project includes initial planning and 3 iterations.

Class #	Date	Topics	Readings/ Homework	Project Deadlines
1	01/19	Lecture Iteration 1: Introduction to Software Engineering Project description	Part I, HW1 (01/19-02/09)	Project is assigned Iteration 0 (Initial planning) starts (01/19 – 02/16)
2	01/26	Software Process	Part II	
3	02/02	Security Development Life Cycle Software Quality & Security Project Management: Organization	Part III	
4	02/09	Requirement Analysis (User stories) Cost Estimation & Scheduling	Part IV	
5	02/16	From requirement to Design (UML diagram: class Diagram, state diagram),	Part IV,V HW2 (02/16 – 03/02)	<u>Iteration 0 Presentation</u> Iteration 0 ends Iteration 1 starts (02/16 – 03/16)
6	02/23	Test-Driven Design	Part VII	
7	03/02	Design Principles, Refactor	Part V	
	03/09	Spring break		
8	03/16	MVC Architecture, Design Patterns related to MVC	Part V HW3 (03/16 -03/30)	<u>Iteration 1 Presentation</u> Iteration 1 ends Iteration 2 starts (03/16 – 04/06)
9	03/23	Lecture Iteration 2: More on Requirement analysis (User case)	Part IV	
10	03/30	More on Requirement analysis (state diagram, sequence diagram)	Part IV	

11	04/06	More on Testing	Part VII HW4 (04/06 – 04/20)	<u>Iteration 2 Presentation</u> Iteration 2 ends Iteration 3 starts (04/06-04/27).
12	04/13	More on Software Architecture and Design Patterns	Part V	
13	04/20	More on Implementation	Part VI	
14	04/27	Project Presentation		<u>Final Presentation</u> Iteration 3 ends
15	05/04	Final Exam		

The above schedule is subjected to change according to the progress of the class and the feedback of the students.

Besides the book chapters, the additional reading material will be assigned for each topic. Reading before and after class is required and essential to succeed in this course. Students are responsible for **ALL** the materials covered in the lectures and lab sessions including any topics not in the textbooks.