

COMP 4081: Software Engineering

Fall 2014

Monday, Wednesday 2:20–3:45 p.m.
Engineering Science Building 218

<http://www.cs.memphis.edu/~sdf/comp4081/>

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Office Hours: 4:00–5:30 p.m., or by appointment
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Consulting Hours: By appointment

1 Catalog Description

COMP 4081 - Software Engineering (3)

(Same as EECE 4081). Scope of software engineering; software life cycle models; software process; team organization; requirements analysis and design methodologies; metrics, inspections, testing strategies and maintenance; software risks; professional and ethical responsibilities. Computer Science majors should plan to take COMP 4882 during the following spring semester. PREREQUISITE: COMP 3160.

2 Why This Course?

This course provides students with a foundation in software engineering by covering commonly used process models and the steps associated with these models. Students work in teams to develop a medium-sized software system using recommended practices. Upon completion of this course, students will be prepared to develop software systems in an industrial setting or to continue graduate study in software engineering.

3 Learning Outcomes

- An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
- An ability to function effectively on teams to accomplish a common goal.
- An understanding of professional, ethical, legal, security, and social issues and responsibilities.
- An ability to communicate effectively with a range of audiences.
- An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices.

4 Topics

The course will emphasize the following topics (a subset of the knowledge areas in the *Guide to the Software Engineering Body of Knowledge*¹).

- Software Requirements
 - ... including elicitation, specification, and validation
- Software Analysis & Design
 - ... including Principles, methods, patterns, architecture, and notations
- Software Testing
 - ... including levels, techniques, and measures
- Software Configuration Management
 - ... including version control
- Software Project Management
 - ... including estimation, planning
- Software Engineering Process
 - ... including life-cycle models, assessment and improvement

5 Textbooks

5.1 Recommended Textbooks

- *Head First Software Development*
Dan Pilone and Russ Miles (O'Reilly, 2008)
<http://amzn.com/0596527357> | <http://shop.oreilly.com/product/9780596527358.do>
Main source for supplemental readings. Geared toward learners; covers practical aspects of applying modern software development principles, methods, and tools.
- *Ethics for the Information Age* (5th ed.)
Michael Quinn (Addison-Wesley, 2010)
This book is also required for COMP 3160, 3715, and 4882. If you already have an older edition, no need to buy the newest one.

5.2 Suggested Textbooks

- *Software Engineering: Theory and Practice*
Shari Lawrence Pfleeger and Joanne M. Atlee (Prentice Hall, 2009)
<http://amzn.com/0136061699>
Pretty typical software engineering textbook; serves best as a reference.
- *Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development*
Craig Larman (Prentice Hall, 2004)
<http://amzn.com/0131489062>
Detailed, practical coverage of software analysis and design principles, methods, and patterns; a bit overly obsessed with the minutia of Rational Unified Process.
- *Head First Design Patterns*
Eric Freeman and Elisabeth Freeman (O'Reilly, 2004)
<http://amzn.com/0596007124> | <http://shop.oreilly.com/product/9780596007126.do>
Geared toward learners; covers practical aspects of applying software design patterns.

¹ <http://www.computer.org/portal/web/swebok>

6 Evaluation

Grading weights are as follows:

- 40% Team Project
 - Individual Productivity
 - 15% Regular Productivity
 - 5% Above and Beyond Productivity
 - Milestones
 - 10% Alpha Milestone
 - 10% Beta Milestone
- 34% Exams (2 @ 17% each)
- 16% Homework and Quizzes
- 10% Participation

Ye ole grading scale.

A+	≥ 97%
A	91–96%
A–	89–90%
B+	87–88%
B	81–86%
B–	79–80%
C+	77–78%
C	71–76%
C–	69–70%
D+	67–68%
D	60–66%
F	≤ 59%

To convert from percentages to letter grades, see the table at right. I reserve the right to *lower* the percentage threshold for letter grades as I see fit (i.e., I may make the grading scale better for you, but never worse).

6.1 Team Project

The centerpiece of this course is a team software project. Teams of 4–6 students will work together to develop a software system for a customer.

I reserve the right to assign the teams, and to reshuffle them as I see fit.

Team projects in an educational setting must balance two concerns: (1) the need for students to work together as cohesive teams, and (2) the need for individual accountability. Thus, half of your project grade will be based on your individual productivity and half will be based on what your team is able to accomplish as a whole. Thus, I divide the project evaluation into two halves: individual productivity (i.e., each student gets an individual grade) and project milestones (i.e., all team members generally receive the same grade).

6.1.1 Individual Productivity

6.1.1.1 Regular Productivity

The majority of your individual productivity points are associated with *regular productivity*. Each team member will be assigned certain tasks for each milestone. It is expected that each team member will complete his/her assigned tasks in a timely manner. It is also expected that team members will be continuously productive, and not to put off their work, rushing to slap something together at the last minute. Thus, teams will provide the instructor regular progress reports and teammate evaluations.

6.1.1.2 Above and Beyond Productivity

To achieve the highest grades in the course (A/A+), you will need to go above and beyond the call of duty; thus, your individual productivity grade also accounts for *above and beyond productivity*. Throughout the course, you will have the opportunity to negotiate A&B tasks to do in addition to your regular task assignments. Each A&B task typically earns 1 point. You may negotiate A&B tasks with me at most any time. You can earn as many A&B points as you can negotiate with me, but note that you will need at least 5 above-and-beyond points to get full credit. Also, you may not earn more than 2 A&B points in a week. The work you do for A&B points must be of good quality (a slightly higher quality standard than regular work). I may require you to fix A&B work that does not meet this standard.

6.1.1.3 Additional Productivity Policies

- **Milestone Deduction for Unproductiveness:** A student who demonstrates unsatisfactory productivity may also lose points on the associated milestone. This deduction is meant to account for the lack of contribution made by an unproductive team member to the project.
- **Late Work:** You are expected to complete work on schedule, as deadlines are a part of the real world. Work will not be accepted late unless there are extenuating circumstances and prior arrangements are made with me.
- **Working Together:** Team members may work together however they see fit; however, each team member is responsible for his/her own assigned tasks, and he/she is the only one who can receive productivity credit for those tasks. So collaborate, but be careful about spending too much of your time on someone else's tasks if you're not getting any help on your tasks in return. Note that even though you're working in teams, plagiarism is still strictly forbidden (see below).

6.1.2 Milestones

Teams will receive one grade for each milestone. Each milestone will involve the delivery of working software, and may also involve a presentation. Milestones will be evaluated based on criteria, which include the following:

- Quality of artifacts and presentation
- Satisfaction of the customer with the work performed

6.2 Quizzes and Exams

Quizzes and exams will be administered in class and will be closed everything (i.e., closed book, closed note, closed neighbor, etc.).

In general, makeup quizzes/exams will NOT be administered. If you have an extenuating circumstance, you should notify me as soon as possible. Makeups will only be given under extreme circumstances and if I approve the absence before the quiz/exam is given. All excused absences must be documented (e.g., with a doctor's note).

For quizzes only, each student's lowest score will be dropped.

6.3 Homework

There will be a series of homework assignments that students must complete. These will have hard deadlines, and late submissions will not be accepted.

6.4 Participation

Students are expected to

- arrive on time to class,
- stay until the end of class, and
- participate in the middle.

You will begin the semester with 13 participation points. If I notice that you are missing from class at any time, I will deduct 1 point for that day. At the end of the semester if you have 10 or more points, then you will receive full credit for participation (i.e., you can miss 3 days without penalty); otherwise, you will receive a percentage of your points out of 10 for participation.

Be forewarned:

- I take attendance and/or give a quiz at the beginning of class.

- I like to do lots of in-class activities, so the odds of me noticing your absence on a given day are pretty good.

7 Accommodations for Disabilities

Reasonable and appropriate accommodations will be provided to students with disabilities who present a memo from Disability Resources for Students (<http://www.memphis.edu/drs/>).

8 Plagiarism/Cheating

Plagiarism or cheating behavior in any form is unethical and detrimental to proper education and **will not be tolerated**. All work submitted by a student (projects, programming assignments, lab assignments, quizzes, tests, etc.) is expected to be a student's own work. The plagiarism is incurred when any part of anybody else's work is passed as your own (no proper credit is listed to the sources in your own work) so the reader is led to believe it is therefore your own effort. Students are allowed and encouraged to discuss with each other and look up resources in the literature (including the internet) on their assignments, but **appropriate references must be included for the materials consulted**, and appropriate citations made when the material is taken verbatim.

If plagiarism or cheating occurs, the student will receive a failing grade on the assignment and (at the instructor's discretion) a failing grade in the course. The course instructor may also decide to forward the incident to the Office of Student Conduct for further disciplinary action. For further information on U of M code of student conduct and academic discipline procedures, please refer to: <http://www.memphis.edu/studentconduct/misconduct.htm>.

8.1 Course-Specific Instructions

- Teammates (i.e., members of the same team) may collaborate and share work however they see fit; however, if asked to report what each team member's contributions were, students must provide honest responses.
- Students from different teams may not collaborate in this way.
- Teammate collaboration is limited to project work, and is not allowed on any other course work (e.g., homeworks, quizzes, exams), unless specifically noted.