CSE 403 **SOFTWARE ENGINEERING** **Spring 1997**

Course Outline

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Office Hours: MWF 9:30am-11:00am, or by appointment.

Teaching Assistant: Molly Brown, Sieg 326A, molly@cs.washington.edu

Office Hours: TBA

Textbook: C. Ghezzi, M. Jazayeri and D. Mandrioli, *Fundamentals of Software Engineering*, Prentice Hall, 1991.

Grading

1. Participation in designing, building and presenting a team project. (60%)
2. Two 50-minute in-class midterm examinations. (20% each)

Your project grade will based on the quality of your work, not just on your effort. You, not the project, will be graded. Individuals in a group generally receive different grades.

Final presentation and evaluation of the group projects will be done during the finals week.

Topic Outline

1. Introduction (Chapters 1 through 3, Section 7.1)
2. Requirements and Design Specifications (Chapter 5)
3. Design and Development Methodologies (Chapter4, Sections 7.3.1 and 7.3.2)
4. Software Verification (Chapter 6)
5. Software Project Management (Chapter 8)
6. Software Engineering Tools and Environments (Chapter 9)

Project Requirements:

Large-scale software projects require teams of designers, implementors, and support staff. Because of this, the construction of these projects demands not only technical abilities but also skills in group dynamics and communications. To give you some experience with these dynamics, you will from groups of four or five people to specify the requirements of, design, implement and test the assigned project. When formed, your project team must choose a team name and turn in the project team roster.

You must produce your system according to the schedule described below. The schedule includes several milestones, each of which is represented by a specific artifact. We will provide additional information about what we expect from each artifact.

Each group may choose, within reason, the development language, environment and platform. Their choice impacts the amount of the effort required on a project team. Choose carefully! It is part of the project. And remember the course and project are NOT about learning new programming languages.

Your group may lose a member for various reasons. If this happens, you will be expected close the ranks and adjust to the problem. Loss or change of personnel does happen in the real world and yet another reason for carefully documenting each step along the project path.

Computer resources seem to be the most scarce when needed most. This is also true in the real world. Machines may be heavily loaded or unavailable at critical times. You have been warned.

Required Reports and Due Dates

1. *Requirements Document*: Tuesday, April 15, in the quiz section.
2. *System Design Document*: Tuesday, May 6, in the quiz section.
3. *Final Report and Deomonstration*: The report is due in my office by 6pm on Friday June 6. Demonstrations will be scheduled on or before June 10.