

# Software Engineering I

CS 333 (3 cr.)

Fall 2007 – BYU Hawaii

## Instructor

Dr. Leslie D. Fife

Chair, Computer Science Department

GCB 130 D

[LDFife@cs.byuh.edu](mailto:LDFife@cs.byuh.edu) or [FifeL@byuh.edu](mailto:FifeL@byuh.edu)

## Office Hours

Monday: 9 am – 12 pm

Tuesday: 9 am – 10 am

Wednesday: 9am – 10 am & 11 am to 12 pm

Thursday: 9 am – 10 am

Friday: 9 am – 12 pm

## Door Policy

If you cannot come during office hours and need to talk to me, please come by my office. If the door is shut: **knock**. If I can answer it, I will. Please keep in mind that even if you can hear me, I may be on the telephone or in the middle of something that I need to finish.

## Textbook

Handouts

## Sections (all sections meet in GCB 101)

Section 01 – MWF – 2 pm to 2:50 pm

## Tutoring

Tutoring is available in the evening Monday through Friday and on Saturday. The schedule is posted on the door to GCB 101.

## Course Description

Social context of computing, methods and tools of analysis, software design, using APIs, software tools and environments, software processes. (Prerequisite: CS 202.)

## Computer Science Department Learning Outcomes

(Scale: 1 – Introduced; 2 – Practice with Feedback; 3 – Demonstrate Mastery)

Upon completing a major in Computer Science, students will (Scale shown for CS 333):

1. Be competent in the basic skills of Computer Science:
  - Programming
  - Discrete Math
  - Computer Organization
2. Be exposed to a variety of programming languages and computer systems (Scale: 2).
3. Be proficient in at least 1 object-oriented programming language (Scale: 2).
4. Be prepared to work in teams by completing at least on significant team project. (Scale: 1,2)
5. Be prepared professionally for graduate school or employment in computer science through:
  - Coverage of Algorithms.
  - Coverage of Data Structures.
  - Coverage of Software Engineering.
  - Coverage of Programming Languages.
  - Understanding of Computational Theory.
  - Understanding of Program Identification and Solution Design (Scale: 2).
  - Awareness of Ethical Issues and Professional Responsibilities (Scale: 2).
  - Improved Written and Oral Communication Skills (Scale: 1,2).

## Course Goals and Outcomes

**Goal:** Demonstrate knowledge of the basics of software development to include:

- Requirements, Specifications, Design, Implementation, Test and Delivery
- Estimation and Planning steps
- Metrics and Risk Management

**Goals:** Work in a team

- Functioning in a variety of team rolls.
- Completing a significant team project (completion in CS 433).

## Teaching Methods

This course will be taught using a variety of methods to include: lectures, team projects and other active learning techniques.

Some class discussion will occur on the department's wiki, located at <http://wiki.cs.byuh.edu>.

## **Academic Honesty Policy**

You will be expected to adhere to the Honor Code as outlined at <http://w2.byuh.edu/studentlife/honorcode/docs/ces.htm#1>.

If you cheat, you will be turned into the Honor Code Office and you will receive an automatic F in the class. Please do *not* cheat. All work submitted must be your own. Copying code via file transfer, cut-and-paste, dictation, typing in what you see or recollect of another person's program or any other form of cheating or copying is strictly forbidden. It is also forbidden to share your work with other students. If you have any questions about what is permitted, please discuss your concerns with the instructor. **Quizzes, tests, and the final exam are to be strictly independent work.**

## **Preventing Sexual Harassment**

Title IX of the education amendments of 1972 prohibits sex discrimination against any participant in an educational program or activity that receives federal funds, including Federal loans and grants. Title IX also covers student-to-student sexual harassment. If you encounter unlawful sexual harassment or gender-based discrimination, please contact the Human Resource Services at 780-8875 (24 hours).

## **Students with Disabilities**

Brigham Young University- Hawai'i is committed to providing a working and learning atmosphere, which reasonably accommodates qualified persons with disabilities. If you have any disability that may impair your ability to complete this course successfully, please contact the students with Special Need counselor Leilani A'una at 293-3999 or 293-3518. Reasonable academic accommodations are reviewed for all students who have qualified documented disabilities. If you need assistance or if you feel you have been unlawfully discriminated against on the basis of disability, you may seek resolution through established grievance policy and procedures. You should contact the Human Resource Services at 780-8875.

## **Other Policies**

There is no extra credit assigned to individual students. Extra credit may be made available to the entire class. The decision on offering extra credit lies with the instructor. Do not ask for extra credit. Late work will only be accepted under prior arrangement for a legitimate reason, such as documented illness, school activity, etc. Lazy is not a legitimate reason, nor is "I forgot"..

## **GRADING / SCHEDULE**

*Last day to withdraw: 31 October 2007*

### ***Final Exam***

*Section 01 : Wednesday, 12 December, 3 pm to 6 pm.*

***You must take the final exam during the time scheduled – NO EXCEPTIONS.***

## **Grading scale:**

93-100%	A	73-76%	C
90-92%	A-	70-72%	C-
87-89%	B+	67-69%	D+
83-86%	B	63-66%	D
80-82%	B-	60-62%	D-
77-79%	C+	59 and below	F

Grade components:

Homework Assignments: 20%

Team Assignments: 40%

Quizzes/Tests: 20% (announced in advance)

Final Exam: 20%

## **Schedule (subject to change)**

Week 1 - 4: (Aug 29 – Aug 31)

Software Development Models

Week 2 - 15

TBD

**Week 10: (Oct 29 – Nov 2)**

**Last Day to drop – 31 October)**

**Week 13: (Nov 19 – 21):**

**NO CLASS Nov 22 – Thanksgiving break**

Week 16: (Dec 10 - 14): FINAL EXAMS