CSE 360 Introduction to Software Engineering (3)
Spring 2012, T/TH 4:30 PM - 5:45, BYAC 150

Syllabus and Course Information
Course web page in: www.asu.edu/myasu/

Instructor and Office Hours

Instructor: Janaka Balasooriya
Office: Brickyard 504
Phone: 480-727-8593
Email: janakab@asu.edu
Office Hours:
MW 8:30 - 9:30 ROOM 201, Discovery Hall
W 11:30 – 12:30, 504 Brickyard
TH 5:45 - 6:30 504 Brickyard
Online: https://connect.asu.edu/sp2012/
(dates and times will be announced in the class)

if these hours are not convenient, I will be happy to make an appointment to meet with you at other times.
Assistant:

Course Objectives and Outcomes

1. To develop an understanding of software engineering topics.
   1.1. A student will understand basic software engineering approaches for requirements, design, coding, testing, maintenance, and quality assurance.
   1.2. A student will develop an awareness of national and international standards.

2. To develop software following a disciplined development process.
   2.1. A student will be able to elicit and document problem requirements.
   2.2. A student will be able to create an architecture to solve a problem.
   2.3. A student will be able to reason about program correctness.
   2.4. A student will be able to follow a code of ethics.

3. To work effectively on a software development team.
   3.1. A student will plan and track a software development effort.
   3.2. A student will be able to conduct a software inspection.
   3.3. A student will be able to present software product and process results in oral and written form.

Curriculum (Major topics covered) –Topics and related book section mappings are posted

Students will work individually and in groups to learn software engineering theory and practices. Major topics covered include:

Software life cycle models
   o Commonly used process models
   o Strengths/weaknesses of process models
   o Awareness of international software development standards

Project management
   o Approaches for increasing software quality and productivity
   o Plan and track a small software development effort
Apply software risk management techniques

Team development environments and methodologies
  - Software requirements management and use-case generation
  - Using Rational Rose for creating UML based diagrams
  - Integrate software that conforms to interface specifications in a team environment

Software architectures
  - Practice OO software design from user requirements

Quality assurance and standards
  - Process measures *(for quality and productivity)*
  - Participation in software inspections
  - Software testing

Legal, ethical issues
  - Software engineering code of ethics

Web Site

http://myasucourses.asu.edu/

login and look for CSE 360 course page.

To be able to login to the myASU site, you need to have an ASURITE account. Activating your ASURITE UserID is a self-service process. You can activate your account by visiting the ASURITE Activation Web site (https://selfsub.asu.edu/apps/WebObjects/ASURITEActivation/)

Prerequisites: You must have passed CSE210 (or 205) and CSE240 (or 220) to take this course. If you have not, you will automatically be dropped from this course. Java (or C++) Programming Experience.

Textbook


- Non SEPA reading assigned by the instructor.

Software: Rational Development Suite- available for use in BYENG 214 lab
JDK (Java) and C++ compilers are available for use on general.asu.edu/BYENG 214 lab

Grading: No late assignments/quizzes will be accepted without an official doctor's note. All assignments/quizzes must be turned in as a hard copy at the beginning of class. Cheating will result in failure in the course. Please reference the ASU academic integrity policy for more information on cheating:
http://www.asu.edu/studentlife/judicial/integrity.html
The grading breakdown is as follows:

<table>
<thead>
<tr>
<th>Item</th>
<th>Percent of Grade</th>
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</thead>
<tbody>
<tr>
<td>Team Projects</td>
<td>40%</td>
</tr>
<tr>
<td>Midterm Exam I</td>
<td>10%</td>
</tr>
<tr>
<td>Midterm Exam II</td>
<td>15%</td>
</tr>
<tr>
<td>Final Exam</td>
<td>20%</td>
</tr>
<tr>
<td>Quizzes and Assignments</td>
<td>15%</td>
</tr>
</tbody>
</table>

You can calculate your own standing by using the following formula:

\[ \text{MidtermI} \times \frac{10}{100} + \text{MidtermII} \times \frac{15}{100} + \text{Final Exam} \times \frac{20}{100} + \frac{40 \times \text{YPT}}{(340)} + \frac{\text{quiz} + \text{homework}}{180} \times 15 \]

where:
YPT = Your Project Total (points from all phases)

**Exams**

A picture ID will be required by all students taking exams. There will be two midterm exams and one final.
Midterm Exam 1 – please see the schedule attached
Midterm Exam 2 – please see the schedule attached
Final Exam – please see the schedule attached

**Quizzes and Assignments:** Some quizzes will be in-class quizzes and some will be take-home quizzes (which can be called assignments).

**Group Projects:** All phases of the group project will be added up to 40%. Peer evaluation will be used in the grading of each project so that students are encouraged to fully contribute to their team projects. Putting your name on a group project without contributing to the group project is considered cheating and will result in failure of the course.

Each project must be submitted in a large envelope/box/folder with solutions on a diskette and a hard copy as well. Your names and email addresses should be clearly printed on the outside of the envelope, as well as on the diskette and hard copies.

**Attendance:** Attendance and class participation is strongly encouraged. You are responsible for keeping up with the materials. You are also responsible for any announcements made during class or posted on the course web site.

**Grade Breakdown**
<table>
<thead>
<tr>
<th>Final Grade</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>A+</td>
<td>&gt;= 97%</td>
</tr>
<tr>
<td>A</td>
<td>&gt;= 90% and &lt; 97%</td>
</tr>
<tr>
<td>B+</td>
<td>&gt;= 87% and &lt; 90%</td>
</tr>
<tr>
<td>B</td>
<td>&gt;= 80% and &lt; 87%</td>
</tr>
<tr>
<td>C+</td>
<td>&gt;= 77 and &lt; 80%</td>
</tr>
<tr>
<td>C</td>
<td>&gt;= 70% and &lt; 77%</td>
</tr>
<tr>
<td>D</td>
<td>&gt;= 60% and &lt; 70%</td>
</tr>
<tr>
<td>E</td>
<td>&lt; 60%</td>
</tr>
</tbody>
</table>

**Grading Appeals**: Any questions, corrections, or appeals on grades of quizzes/assignments or exams must be done in writing within one week after it has returned to the class. State the problem and the rationale for any change in your grade in your appeal.

**Collaboration Policy**: All work performed in CSE 360 must be original and individual unless specifically directed by the instructor. Violation will be dealt with in conformance with Fulton School and University guidelines.


All instances of cheating will be handled by the Dean's office according to the ASU Student Academic Integrity Policy and the USI 104-01: Student Code of Conduct and Student Disciplinary Procedures.

**Announcements:**
Official announcements will be made either in the class or in the course web page. Make sure you regularly (at least once a day every two days) check the web page for any announcement. Announcements made in the class supersede the announcements posted in the course web page.

**Important Dates**
Please check ASU academic calendar @

[http://www.asu.edu/calendar/academic.html](http://www.asu.edu/calendar/academic.html)

for following deadline and other important dates

Course withdrawal deadline – In Person/Online
Complete withdrawal deadline

I reserve the right to revise this syllabus as necessary.