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Fall 2008

### CEG 460/660: Introduction to Software Computer Engineering

Jeffrey McDonald

*Wright State University - Main Campus*

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# CEG460/660 Introduction to Software Engineering

Fall Quarter 2008

Wright State University

## Course Description

This course is concerned with the techniques of designing and constructing large programs. Some of the required basic concepts necessarily have to be developed using small programs as examples. To this extent, we also study programming-in-the-small. The overall objectives are to present an overview of issues in the development of software, to discuss terminology, to illustrate via example case studies, and to give sufficiently detailed advice on how to develop quality software. Hands-on experience is emphasized through the use of homework and a class project.

## Professor

Dr. Jeffrey McDonald

Office Hours: Tues/Thur after class (1920) or by appointment

Mobile: 850-322-7866

Email: [jeffrey.mcdonald@wright.edu](mailto:jeffrey.mcdonald@wright.edu)

Class Hours: T Th 6:05 PM-7:20 PM, Creative Arts Center, Room A230

## Text

Bernd Bruegge and Allen H. Dutoit, *Object-Oriented Software Engineering: Using UML, Patterns, and Java, 2<sup>nd</sup> Edition*, Prentice Hall, 2004.

## Prerequisites

CS400 or CS600

## Grading

Grading will be as follows:

Homework	15
Project	25
Midterm	30
Final Exam	30

Course grades will be based on the total score as follows. A: 90-100, B: 80-89, C:70-79, D: 60-69, F: below 60. Grades may be further curved if appropriate.

You may work with others on homework assignments, but you must turn in your own individual work. Homework that has obviously been copied will result in a grade of zero for both parties and will be reported to the Office of Judicial Affairs, as will any other form of cheating.

Ten percent will be deducted for unexcused late homework.

The project will be worked in teams of three. You may pick your partner(s) or I will pick them. More detail on the project will be handed out later.

## **Tentative Schedule Fall 2008**

<b>Topic</b>	<b>Text</b>
1 T (9/9) Introduction R (9/11) Software Lifecycles	Ch 1 Ch 3,15
2 T (9/16) Requirements R (9/18) Ethics, Project	Ch 2, Ch 4 Handouts
3 T (9/23) UML, Analysis R (9/25) Analysis	Ch 2, Ch 4, Ch 5 Ch 4,Ch 5
4 T (9/30) Object Design R (10/2) Object Design	Ch 8, 9 Ch 8, 9
5 T (10/7) Project Management R (10/9) Review and Catch up	Ch 12, Ch 14 .
6 T (10/14) In class midterm R (10/16) System Design	. Ch 6, 7
7 T (10/21) System Design R (10/23) Implementation	Ch 6, 7 Ch 10
8 T (10/28) Testing R (10/30) Testing	Ch 11 Ch 11
9 T (11/4) Structured Analysis R (11/6) Structured Design	Handouts Handouts
10 T (11/11) Configuration Managements R (11/13) Maintenance: review	Ch 13 Handouts
- R (11/20) 8:00 PM - 10:00 PM Final Exam	

NOTE: There will be *no* early final exam – plan your travel accordingly. In case of a legitimate conflict, a makeup final can be arranged.

**Note:** T = Tuesday, R = Thursday.