

Course Revision and Number Change - Computer Science Curriculum Part II. Description of Curriculum Change 1. New Syllabus of Record I. Course Description 3c-01-3cr **COSC 473 Software Engineering Practice** Proreguisites COSC 310 or instructor nermission

project teams on real or realistic software development projects. Credit for either COSC 473 or 493, but not both, may count toward computer science major requirements for graduation; the other course credits will be counted as free electives.

Most of the items covered are coming from the Project Plan report.

- c. Start the requirements engineering process
  - i. Review of the UML models for requirements engineering
  - ii. Develop a requirements specification document.
  - iii. Once we all know what the system is suppose to do, then Prototyping should start there and then.

4.	Design a	nd Imp	lementation
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30 hours

- i. Architectural design
  ii. Detailed design
  - b. Rest of the implementation and testing of the system.
  - c. Develop a User Manual.

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- ii. Software Requirements Specification
- iii. Software Design Specification
- iv. Validation and Verification plan
- 5. Testing and Deployment

3 hours

- a. Complete systems testing
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VII.	Special	Resource	Requiremen	ts
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None.

VIII. Bibliograph
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	Braude, Eric and Michael E. Bernstein, Software Engineering: Modern Approaches, 2 <sup>nd</sup> Edition, Wiley, 2010.
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<u></u>	Prentice Hall, 2009.
	Iones Capers, Software Fngineering Best Practices: Lessons from Successful Projects in the Top Companies. McGraw-Hill.
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	2009.

Pfleeger, Shari Lawrence and Joanne M. Atlee, Software Engineering: Theory and Practice, 4th Edition, Prentice Hall, 2009.

Pressman, Roger S., Software Engineering: A Practitioner's Approach, 7th Edition, McGraw-Hill, 2010.

Schach, Stephen, Object-Oriented and Classical Software Engineering, 8th Edition, McGraw-Hill, 2010.

Upon successful completion of the course, the student will be able to:

1.	Apply what they have learned in the in the computer science curriculum to a medium sized real world software
	development project.

	1	earn concepts in the committing field that are difficult to teach in instructor lad course such as user interestion, and
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		testing etc
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	3.	Experience a simulated business and industrial environment in which a computer professional must learn to function.
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- 5. Sharpen their focus on career goals and course selection to reach those goals.
- 6. Develop writing skills that are necessary in the professional world of computing.

- c. Develop a User Manual.
- d. Produce a systems manual which consists of a series of all reports
  - i. Planning document
  - ii. Software Requirements Specification
  - iii. Software Design Specification
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5. Week 14

3 hours

- a. Complete systems testing
- b. Package system for deployment and present demo to class (Burn the whole system and manuals onto a CD).
- c. You are also required to produce an individual report on your experiences of working on the system. This has to be submitted on the final day of classes.

Total:

42 hours

6. Finals Week

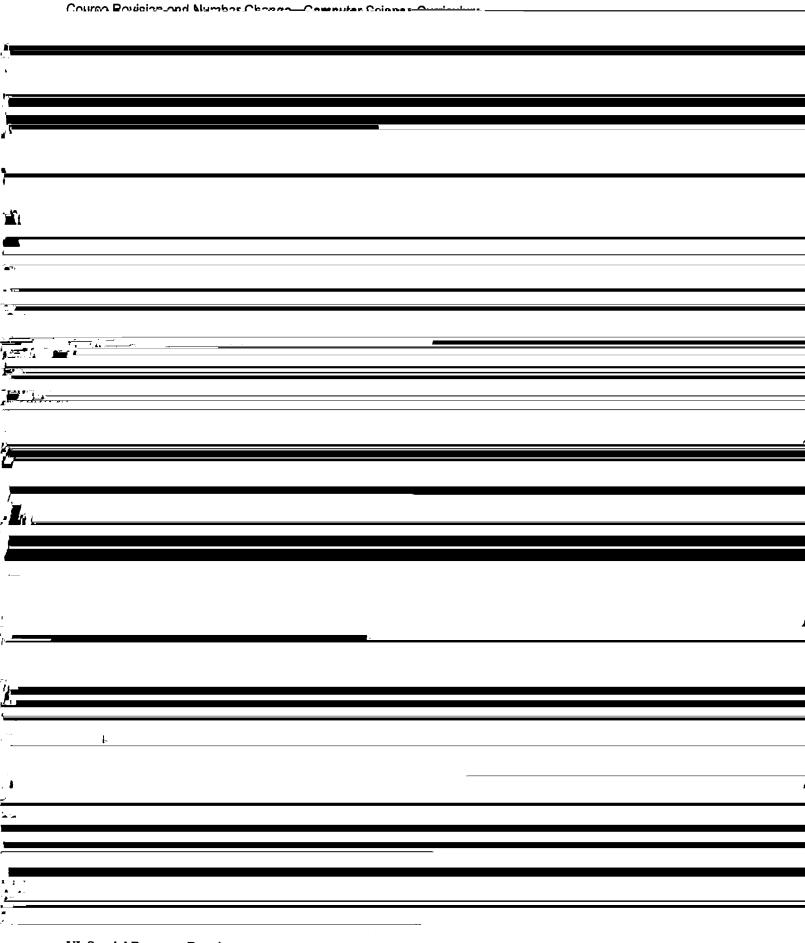
2 hours

- a. Deliver complete and packaged system, including the user manual to client
- b. Do a final presentation to the client

## IV. Evaluation Methods

Group Journals	10 %
Group Reports	50 %
Individual report	10 %
Presentations	15 %
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Each student is expected to attend classes EVERYDAY and to arrive on time. Since this is a seminar course and active participation is needed, the attendance policy will be strictly enforced. You may miss up to one classe with a written doctor's excuse or a printed funeral notice without losing attendance points. Failure to attend classes will adversely affect your grade. Attendance will be factored into the class participation part of the grade.



None.