SU DEPARTMENT OF COMPUTER SCIENCE SYLLABUS (Tentative) COSC 425/426 Software Engineering I & II

Description: A study of classical and object-oriented software engineering principles and methods. Topics include software processes, requirements analysis, design, testing and maintenance, project management and software metrics, process improvement. Agile software development and open-source software development are also covered. There will be a group project. Three hours lecture per week.

Prerequisite of COSC 425: C or better in COSC 320.

Tests

XSW/SPW

Prerequisite of COSC 426: C or better in COSC 425. **Required Text:** *No required textbook.* **References:** "Software Engineering" (9ed) by Sommerville; Addison Wesley, 2010. "The Mythical Man-month" by Brooks, Jr; Addison Wesley, 1995. "Object-oriented and Classical Software Engineering" (8ed) by Schach; McGraw, 2011. "Introduction to Software Testing" (2ed) by Ammann and Offutt; Cambridge, 2014. "The Unified Modeling Language Reference Manual" (2ed) by Booch, Rumbaugh and Jacobson; Addison Wesley, 2004. Weeks Introduction to Software Engineering 2.0 Overview. Historical perspective. Agile and traditional software development processes. 4.0 Project Management and Planning Project management principles. Project planning and software cost estimation. Classical Analysis and Design 4.0 Requirements analysis and specification. Prototyping. Architectural and detailed designs. 4.0 Object-oriented Analysis and Design Object-oriented concepts, analysis and design methods and principles. UML. 4.0 Software Inspections Test planning, processes, and strategies. Software reviews and inspections. 4.0 Maintenance & Evolution Maintenance process, costs, documentation. Configuration management. Other Topics 4.0 Software process improvement, Open-source software development.

EVALUATION
Projects 60%
Exams 40%

2.0 28.0

5/2021