Software engineering - course description

General information	
Course name	Software engineering
Course ID	11.3-WE-INFP-SoftEng-Er
Faculty	Faculty of Computer Science, Electrical Engineering and Automatics
Field of study	Computer Science
Education profile	academic
Level of studies	First-cycle Erasmus programme
Beginning semester	winter term 2021/2022

Course information		
Semester	4	
ECTS credits to win	4	
Course type	obligatory	
Teaching language	english	
Author of syllabus	• dr inż. Tomasz Gratkowski	
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Classes forms								
The class form	Hours per semester (full-time)	Hours per week (full-time)	Hours per semester (part-time)	Hours per week (part-time)	Form of assignment			
Lecture	30	2	-	-	Credit with grade			
Project	30	2	-	-	Credit with grade			

Aim of the course

- Familiarize students with methods of design, analysis and methods of testing programs.
- Teach students the fundamental skills in specification requirements, planning, documentation of IT projects.
- Familiarize students with with tools for object-oriented design and project management.

Prerequisites

Algorithms and data structures, Principles of programming, Object-oriented programming

Scope

Introduction to software engineering. Why engineering software is different? Software lifespan and maintenance. Lifecycle models with specified project phases. Information systems. System and software design. Models for information systems. Software process. Requirements analysis and specification. Guidelines and forms for specification. Design. Purpose of design. Fundamental design concepts. Design strategies. Design quality metrics. Reliability and system security. Implementation. Review of structural programming. Error handling and defensive programming. Aids to maintainability. Coding for performance. Testing. Reasons for testing. Black box and structural testing. Testing strategies. Tools for testing Computer Aided Software Engineering tools. Upper and Lower CASE, CASE workbenches.

Teaching methods

Lecture, project

Learning outcomes and methods of theirs verification

Outcome description	Outcome symbols	Methods of verification	The class form
Understands software distribution and maintenance problems, can work and		 a test with score scale 	 Lecture
communicate in a programming team			Project
Can develop a project plan, documentation of requirements, requirement specification as	3	a project	• Project
well as functional and program specification, can also evaluate the quality of a project		 an observation and evaluation of the 	
using appropriate tools		student's practical skills	
Can define and characterize basic software production cycles		a project	• Lecture
		 an observation and evaluation of the 	 Project
		student's practical skills	

Assignment conditions

Lecture - obtaining a positive grade in written exam.

Project - a condition of pass is to obtain positive marks from all project tasks and preparation written report of project.

Calculation of the final grade: = lecture 50% + project 50%.

Recommended reading

- 1. Ian Sommerville: Software Engineering (10th Edition), Pearson, 2015
- 2. Joel Spolsky: The Best Software Writing I: Selected and Introduced, Apress, 2005
- 3. Len Bass, Paul Clements, Rick Kazman: Software Architecture in Practice, Second Edition, Addison-Wesley Professional, 2003
- 4. Steve McConnell: Code Complete: A Practical Handbook of Software Construction, Second Edition 2nd Edition, Microsoft Press, 2004
- 5. Martin Fowler, Kent Beck, John Brant, William Opdyke, and Don Roberts: Refactoring Improving the Design of Existing Code, Addison-Wesley Professional, 1999
- 6. Eric Freeman, Bert Bates, Kathy Sierra, Elisabeth Robson: Head First Design Patterns: A Brain-Friendly Guide 1st Edition, O'Reilly Media, 2004

Further reading

Notes

Modified by dr inż. Tomasz Gratkowski (last modification: 21-07-2021 10:06)

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