Introduction to Software Engineering

COURSE SYLLABUS

Fall 2009

BASIC INFORMATION

Instructor:	JUNBEOM YOO
Office:	New Millennium Bldg. Room 904
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Homepage:	http://dslab.konkuk.ac.kr
Course Page:	http://dslab.konkuk.ac.kr/Class/2009/09SE/09E.htm
Class Hours:	11:00 ~ 13:00 (Monday, room #504), 13:00 ~ 15:00 (Tuesday, room #504)

DESCRIPTION

This course introduces an introduction to software engineering from basic theory to practical software development. It is composed of two parts. The former focuses on introduction to software engineering, and the latter introduces a traditional software development process – SASD(Structured Analysis and Structured Design) with team projects.

COURSE ORGANIZATION

This course is a lecture-lab course in which topics are presented by the instructor, and assigned practices are completed by students during the lab periods. Each group of 3~4 students performs a team project, and presents its progress in English.

COURSE OBJECTIVE

1. To introduce the fundamental theories underlying software engineering
2. To introduce a practical example of software development process - SASD.

COURSE TOPICS

1. Fundamentals of Software Engineering
2. SASD Process

3. Team Project using LEGO Mindstrom

TEXT
1. Required Text: "SOFTWARE ENGINEERING (8th)", by Ian Sommerville

GRADING PLAN
1. Attendance   0%
2. Mid-term Exam.   40%
3. Team Project   40%
4. Final Exam.   20%

TENTATIVE SCHEDULE

Week	Date	LECTURE	Etc.
1	08.31 / 09.01	휴강 (RE'09 참가)	
2	09.07 / 09.08	Part 1. Overview I - Chapter 1. Introduction - Chapter 2. Socio-Technical Systems - Chapter 3. Critical Systems - Chapter 4. Software Processes - Chapter 5. Project Management	중간고사 까지는 실습 없습니다.
3	09.14 / 09.15	Part 2. Requirements - Chapter 6. Software Requirements - Chapter 7. Requirements Engineering Processes - Chapter 8. System Models	
4	09.21 / 09.22	Part 3. Design - Chapter 13. Application Architectures - Chapter 14. Object-Oriented Design	
5	09.28 / 09.29	Part 4. Development - Chapter 17. Rapid Software Development - Chapter 18. Software Reuse - Chapter 19. Component-Based Software Engineering	
6	10.05 / 10.06	Part 5. Verification and Validation - Chapter 22. Verification and Validation - Chapter 23. Software Testing	
7	10.12 / 10.13	Part 6. Managing People - Chapter 26. Software Cost Estimation - Chapter 29. Configuration Management	
8	10.19 / 10.20	중간고사	
9	10.26 / 10.27	Introduction to SASD	실습팀 구성 (3명/1팀)
10	11.02 / 11.03	Practice #1	
11	11.09 / 11.10	Practice #2	
12	11.16 / 11.17	Practice #3	
13	11.23 / 11.24	Practice #4	
14	11.30 / 12.01	휴강 (APSEC'09 참가)	
15	12.07 / 12.08	Final Presentation (in English)	
16	12.14 / 12.15	기말고사	