
Computer Science 872 • Software Engineering

Winter 2016

Instructor: Dr. Samira Sadaoui Office: CW308.14

Office Hours: TR 1:00 to 2:30pm or by appointment

Textbooks: *Software Engineering: A Practitioner's Approach*
by Roger Pressman, Mc Graw Hill

Design Patterns: Elements of Reusable Object-Oriented Software
by Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides

Evaluation Method: Software Development Project 80%
Software Demonstration 20%
Instructor Discretion +/-5%

Main Topics:

- Software Engineering Overview
- Phases and Models of Software Life Cycle
- Object-Oriented Development of Software Systems
- External Software Qualities
- Software Architectural Styles
- Object-Oriented Design Patterns

Important Notes:

1. Announcements, lecture notes and detailed software project requirements will be posted on UR Courses.
2. Students have to carry out a project by following all the phases of the software life cycle. A project is made by a team of two students. Term projects represent a significant component of education in software engineering.

3. LATE projects will NOT be accepted for any reason. Partial marks will be given for incomplete projects.
4. Very strong programming skills are recommended for this course.
5. Questions can be sent through UR Courses or to sadaouis@uregina.ca. You should always use your UR or CS account. E-mails sent from other addresses will be ignored. Include CS 872 at the beginning of the subject e-mail.
6. YOU MUST NOT read, copy or share other students' work. Plagiarism is NOT acceptable. Please consult the university calendar on Academic Misconduct and Penalties: Section 5.14.2.1; Academic Integrity: Section 5.14.2.2; Violations - Acts of Academic Misconduct: Section 5.14.4.3.
7. **Lecture attendance is mandatory!** Little time will be available to assist those who have missed several lectures.