

Course scope and Project parameters

Software Engineering

(Target times for projects: Spring 2009, Fall 2009, and Spring 2010 semesters)

Topics typically covered include:

1. A variety of software development process models
2. System engineering principles
3. Requirement engineering (including requirement elicitation, specification, management, and evolution)
4. System analysis, modeling, and design
5. Software testing strategies and techniques

Examples of potential projects:

1. A small but useful tool for the company
2. A component/module of a big project
3. Develop a web site for a team, a department, a project, or a small company (Such project is for students who are taking Web Technology and Software Engineering at the same semester.)
4. A new feature for an existing system.

The project size, length, language and scope:

1. Projects will be conducted in teams of 3-4 students.
2. Each student is required to devote 3 hours per week to the project, or about 45 hours per semester.
3. Programming language may be C++, Java, or a scripting language.
4. Platform may be Windows or UNIX/Linux