Software Engineering
CSCI 4300 – Spring 2015

Instructor: Brian Campbell
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Class Hours: Online
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Course Purpose/Objectives:
This course introduces basic software engineering principles. The course will discuss scope of software engineering, software process, life cycle models, team organizations, testing, introduction to objects, and phases of software life cycle. Students will learn how to implement the basic software engineering principles via real life scenarios.

Prerequisite:
CSCI 1302 – Introduction to Programming II

Course Learning Outcomes:

Students completing this course should be able to:
1. Apply software development life-cycles that are appropriate for various types of software projects
2. Utilize software process best practices during software projects
3. Identify and create business software requirements
4. Analyze software systems and requirements using both object-oriented and classical techniques
5. Write technical and functional specifications for software projects.
6. Understand the implementation of design and maintenance of software projects

Text/Materials:
ISBN: 978-0-07-352333-0
System Requirements: Microsoft Windows Vista or 7, an advanced text editor such as MS Word or WordPerfect.

Recommended Storage Devices:
USB Portable Storage Device (Minimum of 256mb memory),

Teaching Methods:
1. Assignments: Review Assignments, Case Problems, and other projects will be periodically assigned to reinforce material in the text. These assignments may require the application of various software packages.
2. Quizzes: Quizzes will be given to help ensure students stay up with assigned material.
3. Exams: Four exams will be given. The exams will be open book/notes and will test assigned readings and material discussed in class.
4. Internet: All material will be distributed on the Internet. Class notes, instructional material, and student assignments will be posted on GeorgiaVIEW.
5. Term Project: A term project will be assigned about a month into the semester that will account for 30% of the final grade. The project will be divided into two deliverables: one part around midterm and one part around the end of the semester.

Course Policies:

This course will be conducted online by using GeorgiaVIEW software course management. Read the instructions about Getting Access to GSW Online D2L - ID and Password Information. Students are expected to login into
the course account five times a week (Monday – Friday) to check email, bulletins, and take quizzes. Activity will be monitored weekly.

Academic Dishonesty: Students at Georgia Southwestern State University are expected to conform to high standards of intellectual and academic integrity. Each Student at Georgia Southwestern State University is preparing for a job in a very competitive job market and is paying for this education. Obviously, everyone wishes to get their money's worth, however, if a student decides to cheat himself by cheating on a quiz, lab assignment, or exam, the following procedure will be followed:
On the first instance, the student will be referred to the Dean of School of Computer and Information Science for immediate action. The student may receive a Zero on the assignment or exam, "F" in the course, and/or be expelled from the University.

NOTE: Copying information from another student's disk, without permission of the instructor, is considered cheating and is punishable by the above procedure.

Need for Assistance: If you have any condition, such as a physical or learning disability, which will make it difficult for you to carry out the work as I have outlined it, or which will require academic accommodations, please notify me as soon as possible.

Posting of Grades: Final and Midterm grades will be posted for each student via GeorgiaVIEW.