Computing Science Course Outlines 2020 Summer

CMPT 276 - D100 Intro Software Engineering

Instructor(s): Jack Thomas

SFU Burnaby

Calendar Objective/Description:
Intro Software Engineering

Instructor's Objectives:
The theory and practice of software development are introduced. Students will learn the standard methodologies underlying software development, plus gain experience using a number of software development tools and a revision control system. Assignments will cover learning to effectively use development tools and producing small applications using established development techniques. The focus of the course is on preparing students to be effective members of a software development team.

Prerequisites:
see go.sfu.ca

Topics:
- Requirements: system analysis and modeling, requirements specification
- High-level Design: UML, architectural, design patterns
- Implementation: coding style, code review, pair programming
- Quality assurance: unit & integration testing
- Development tools such as IDE, debugger, and revision control (Git/GitLab).
- Ethics of software development

Grading:
To be discussed in the first week of class.
Students must attain an overall passing grade on the weighted average of exams in the course in order to obtain a clear pass (C- or better).

Recommended Books:

Academic Honesty Statement:
Academic honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty will be handled in accordance with the SFU Academic Honesty and Student Conduct Policies ( http://www.sfu.ca/policies/gazette/student.html ).