CMPT 276 - D200 Intro Software Engineering

Instructor(s): Brian Fraser

Calendar Objective/Description:
Intro Software Engineering

Instructor's Objectives:
The theory and practice of software development are introduced using the Android operating system as a target device. 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 basic Java, introductory Android, and effective use of development tools to produce small applications using established development techniques. The half term team project focuses on an agile team experience developing an Android application. 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).
- Android application development and debugging
- Diversity and ethics of software development

Grading:
Midterm 20% Final 35% Assignments 15% Project 30%. To be confirmed in the first week of class.

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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).