



Computer Science Department  
**Course Syllabus**  
**CS310 - Software Engineering**

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**Catalog Description:** An introduction to methods for managing software development: Software development activities (specification, design and implementation, validation and evolution) and Software development models (Plan-driven, Incremental, Agile, etc.).

**Credit Hours:**      **3 Credit hours:**      3 Lectures per week      0 Labs. per week      0 Recitation per week

**Prerequisites:**      Data Structures - CS242

**Course Learning Outcomes:**

- 1: Have a working knowledge of established software engineering methodologies, models, and techniques.
- 2: Be able to analyse, design and implement a modern software application and related software engineering issues
- 3: Learn how to rigorously test and reason about their code.
- 4: Apply, with a team, the fundamental skills of core software engineering project management.

**Major Topics:**

- Introduction
- Software Processes
- Agile Software Development
- Requirements Engineering
- System Modelling
- Architectural Design
- Design And Implementation
- Software Testing
- Software Evolution

**Text Books:**      Ian Sommerville, Software Engineering, 9th edition, Addison Wesley, 2010



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**Grading:**

- ⦿ The grading scale for this course is:
  - . 95 - 100 A+ Passing
  - . 90 - 94 A Passing
  - . 85 - 89 B+ Passing
  - . 80 - 84 B Passing
  - . 75 - 79 C+ Passing
  - . 70 - 74 C Passing
  - . 65 - 69 D+ Passing
  - . 60 - 64 D Passing
  - . 0 - 59 F Failing
  
- ⦿ Final grades will be determined based on the following components:
  - . 60% Semester Work
  - . 40% Final Exam
  
- ⦿ Students may not do any additional work for extra credit nor resubmit any graded activity to raise a final grade.
  
- ⦿ Late submissions will not be accepted for any graded activity for any reason.
  
- ⦿ Students have one week to request the re-grading of any semester work.

**Attendance Policy:**

Students should attend 80% of the overall course hours taught in the semester as per the University regulations.

If a student fails to achieve this portion, he/she shall not be allowed to appear in the final exam and shall be awarded "DN" grade and repeat the course.

**Cheating and Plagiarism Policy:**

The instructor will use several manual and automated means to detect cheating and/or plagiarism in any work submitted by students for this course.

When a student is suspected of cheating or plagiarism, the instructor raises the issue to the disciplinary committee.



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**Communications:** Registered students will be given access to a section of the Blackboard Learning System for this course. Bb will be used as the primary mechanism to disseminate course information, including announcements, lecture slides, assignments, and grades.

Communication with the instructor on issues relating to the individual student should be conducted using CIS email, via telephone, or in person.