

Introduction to Software Engineering

Week 1: Course introduction



KHOA CÔNG NGHỆ THÔNG TIN
TRƯỜNG ĐẠI HỌC KHOA HỌC TỰ NHIÊN

Teaching Staff

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- Teaching assistant:
 - ▣ (will be updated soon ...)



Course Description [1]

- ☐ A general introductory course in software engineering.
- ☐ Introduces important concepts such as software processes and agile methods, and describes essential software development activities, from initial software specification through to system evolution.
- ☐ Develop software in multi-person teams by applying software engineering principles.



Course Description [2]

- Prerequisites
 - Programming skills
 - Data structure
- Topics covered
 1. Overview
 2. Software processes
 3. Project management
 4. Software requirements engineering
 5. System modeling
 6. Architectural design
 7. Design and implementation
 8. User interface design
 9. Software testing
 10. Agile software development
 11. Revision



Course Description [3]

- After finishing the course, students can:
 - ▣ Understand basic concepts, principles, methods, and techniques in software engineering
 - ▣ Be able to apply requirements engineering concepts to define a system requirements
 - ▣ Be able to analyze and design a software system
 - ▣ Be able to design simple user interface
 - ▣ Be able to design and write a test plan and test cases for a software system
 - ▣ Be able to apply software testing techniques to test a software system
 - ▣ Be able to determine a suitable process for a software project based on its characteristics
 - ▣ Be able to practice teamwork



References

- *Software Engineering*, (8)9th edition,
Ian Sommerville, Addison-Wesley, (2007)2010
- ***Software Engineering: A Practitioner's Approach***, 7(8)th edition, Roger S. Pressman,
McGraw-Hill Higher Education, (2009)2014

References

- Project 40%
- In-class participation 10%
- Final exam 50%
- Note: Without final oral presentation for project →
can not pass the course.



Course Requirements

- Project assignments
 - 5 students/team
 - Performs all activities of the software development lifecycle to deliver software
 - Deliver written and oral reports



Course Requirements

- Students are encouraged to ask questions in class, via forum, email, or in-person
- Late submission policy
 - ▣ 15% grade reduction for each day late
 - ▣ Zero grade for 4 or more days late
 - ▣ Exceptions are given for certain cases, e.g., illness



Academic integrity Policies

- ☐ Student may not be absent in 30% of number of sessions. If so, he/she will be prohibited from test or exam.
 - ☐ Be punctual to come and leave the class.
 - ☐ No cheating
 - ☐ Students are prohibited from copying from classmates, friends even if allowed; from the Internet without proper citation
 - ☐ Students are prohibited from allowing others to copy
- ➔ 0 point for the whole course

Questions?