CS 321: Software Engineering
Fall 2019

Contact Information

Dr. Shvetha Soundararajan
Email: shvetha@gmu.edu
Office: Engineering 4436
Phone: 703-993-6219
Office Hours: See Piazza for office hours information

GTA: See Piazza for contact and office hours information.

Piazza is the central site for our announcements, documents repository, and discussion board. Blackboard is used for assignment submissions and to post grades.

Course Outcomes

Upon completion of this course, students should have:

1. An understanding of all phases of the software engineering lifecycle (requirements, design, implementation, testing, deployment, maintenance).
2. An understanding of several lifecycle models including both prescriptive and agile methodologies and knowledge of tradeoffs among the methodologies.
3. An ability to document software requirements and design artifacts.
4. An ability to analytically evaluate software usability.
5. An understanding of fundamental techniques used to lead a software team.
6. An ability to apply software engineering techniques to create a minimum viable product.

CS 321 includes Writing Intensive (WI) activities that, together with those of CS 306, meet the GMU WI Requirements in the BS CS Program (http://wac.gmu.edu). This means you will write 1750 graded words (or about 7 standard pages). You will get feedback on some writing assignments and you will be able to resubmit revisions based on the feedback. For this course, part of the writing will include an individual essay on your experiences working with your team.

Prerequisite

Grade of C or better in CS 310 AND ENGH 302

Textbook

Readings from a variety of sources will be assigned. These will be available online or through the library.

## Grading Policy

<table>
<thead>
<tr>
<th>Component</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class Participation</td>
<td>6%</td>
</tr>
<tr>
<td>Quizzes</td>
<td>7%</td>
</tr>
<tr>
<td>Presentation and Discussion</td>
<td>7%</td>
</tr>
<tr>
<td>Team Project</td>
<td>40%</td>
</tr>
<tr>
<td>Short papers/Project report</td>
<td>20%</td>
</tr>
<tr>
<td>Final Exam</td>
<td>20%</td>
</tr>
</tbody>
</table>

**Class Participation**

Completing the peer reviews for the presentations and providing constructive comments to the presenters, participating in in-class and online discussions, completing polls/ short quizzes if assigned.

To earn full credit for this component, you MUST participate in the in-class discussions in addition to completing other activities.

**Presentation and Discussion**

For this activity, you will work in pairs. You can pick your partner. This will be a 15 minute presentation.

You will discuss with your partner and select a short paper, article, white paper etc. and present it in class. You should provide details of the material to be presented ahead of time. Everyone in class should read the material to be presented.

Both you and your partner will present the material that you have chosen. It can be a powerpoint presentation or a talk followed by a discussion session. You and your partner will facilitate the discussion.

The presentation sessions will begin the week of September 16.

**Quizzes**

In-class or online on Blackboard.

Quizzes on Blackboard will be posted in advance and you are required to complete them by the deadline.

In-class pop quizzes can be assigned anytime. If you miss a pop quiz, you cannot retake it at another time.

**Team Project**

CS 321 will have a software engineering project that requires students to participate in working teams where students organize, manage, and practice the software engineering lifecycle. The team project will cover software requirements, architecture, design, coding, and testing. **Your final grade for this component will include peer evaluation grades provided by your team mates.**
Contesting of grades on any/all submissions must be requested within one week of the item’s return. No grade changes will be considered subsequent to that deadline, or after the final exam meeting.

**Honor Code**

All students are expected to abide by the [GMU Honor Code](#) and the [CS Department Honor Code](#). This policy is rigorously enforced. All class-related assignments are considered individual efforts unless explicitly expressed otherwise (in writing). Review the university honor code and present any questions regarding the policies to instructor. Cheating on any assignment will be prosecuted and result in a notification of the Honor Committee as outlined in the GMU Honor Code.

**Disability Accommodations**

Students with a learning disability or other condition (documented with [GMU Office of Disability Services](#)) that may impact academic performance should speak with me ASAP to discuss accommodations.