Syllabus

Instructor  
Rex Page (page@ou.edu) — Office DEH 252: Tues 3:00-4:00, Thurs1:30-2:30

Class Meetings  
Monday/Wednesday, 4:30-5:45
Jan 19, May 4: SEC P207; Guest lectures: see Class Schedule (below)
Other dates: room reserved by team (team must meet in scheduled room, 4:30-5:45)

Prerequisite  
CS 4263 Software Engineering I

Required Text  
A Discipline for Software Engineering, Humphrey, Addison-Wesley, 1995

Course Evaluation  
Evaluate instructor: http://www.ou.edu/coe/cs/studentpages/course_eval.html

Required Work  
Team projects 45%
Individual projects other than development journal 20%
Development journal 25%
Attendance at guest lectures (must be in your seat before lecture begins) 10%

Team Projects  
Sequence of projects specified in Deliverables document

Individual Project  
Development journal (see Deliverables document)

Learning Goals  
Successful students will be able to work in software development teams to determine requirements for software products, to plan, design, document, code, review, and test such products, and deliver them to customers. Students will experience interacting in work groups to develop and evaluate software products and report on them, orally and in writing.

Class Schedule and Project Due Dates

<table>
<thead>
<tr>
<th>wk</th>
<th>Mon class activity</th>
<th>Wed class activity</th>
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<tbody>
<tr>
<td>1</td>
<td>Jan 17</td>
<td>Jan 19  Course overview, Mtg: t1</td>
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<td>2</td>
<td>Jan 24 Mtg: t1, t2</td>
<td>Jan 26  t1 Presentation, t2</td>
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<td>3</td>
<td>Jan 31 Mtg: t3</td>
<td>Feb 2    t3, Dr K Crawford, Practical SE, DEH220</td>
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<td>4</td>
<td>Feb 7  t4/M, Mtg: t5</td>
<td>Feb 9    t4/W, i1, i2, Mtg t5</td>
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<td>5</td>
<td>Feb 14 t5, Mtg t6: Design Review</td>
<td>Feb 16    t6, Mtg: t7</td>
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<td>6</td>
<td>Feb 21 t7, t8/M, Mtg: t9</td>
<td>Feb 23    i3, t8/W, Mtg: t9</td>
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<td>7</td>
<td>Feb 28 J Sharp, Agile/Scrum, DEH220</td>
<td>Mar 2    Kelly Crawford, SE in industry, DEH 220</td>
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<td>8</td>
<td>Mar 7  t9, t10, t11/M, Mtg t13</td>
<td>Mar 9    i4, i5, t11/W, Mtg: t13-t15</td>
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<td>Spring Break</td>
<td>Mar 16   Spring Break</td>
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<td>9</td>
<td>Mar 21 Mtg: t13-t15</td>
<td>Mar 23    Dr G Thompson, Gaming Tech, DEH220</td>
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<td>10</td>
<td>Mar 28 t12/M, Mtg: t13-t15</td>
<td>Mar 30    i6, t12/W, Mtg: t13-t15</td>
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<td>11</td>
<td>Apr 4  Mtg: t13-t15</td>
<td>Apr 6    Mtg: t16</td>
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<td>12</td>
<td>Apr 11 t16 SW presentation EPF 200</td>
<td>Apr 13    t16 SW presentation EPF 200</td>
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<td>13</td>
<td>Apr 18 t7, t13-15, Mtg: t17, t19</td>
<td>Apr 20    Mtg: t17</td>
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<td>14</td>
<td>Apr 25 Mtg: t17</td>
<td>Apr 27    Mtg: t17-t18</td>
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<td>15</td>
<td>May 2  t18 presentation DEH 220</td>
<td>May 4     Last day of class, t17, t19, i8 EPF 200</td>
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Team Meetings  
For each in-class meeting (labeled "Mtg" in the schedule) except the first, the team writes an agenda during the last 10 minutes of the prior in-class meeting and submits it via Digital Dropbox prior to next in-class meeting. The agenda is annotated during meeting and attendance recorded. These reports become the meeting log (a team project, see Deliverables). In addition, category M (W) teams (see Deliverables) present a 15-minute progress report on specified Mondays (Wednesdays) in the room that the team has scheduled for its meeting.

Action Item  
Reserve team rooms in Devon for all class dates except guest lectures, presentation dates, first class meeting (Jan 19), and last class meeting (May 4).

Email your team’s room schedule to the instructor
ABET  Data is being gathered on 3 ABET objectives in this class for accreditation purposes
A: An ability to apply knowledge of computing and mathematics appropriate to the discipline
C: An ability to design, implement, and evaluate a computer-based system, process, component, or
    program to meet desired needs
D: An ability to function effectively on teams to accomplish a common goal
E: An understanding of professional, ethical, legal, security and social issues and responsibilities
F: An ability to communicate effectively with a range of audiences
H: Recognition of the need for and an ability to engage in continuing professional development
I: An ability to use current techniques, skills, and tools necessary for computing practice
J: An ability to apply mathematical foundations, algorithmic principles, and computer science theory in
    the modeling and design of computer-based systems in a way that demonstrates
    comprehension of the tradeoffs involved in design choices
K: An ability to apply design and development principles in the construction of software systems of
    varying complexity