SOFTWARE ENGINEERING II — SPRING 2012

Syllabus

Instructor
Rex Page (page@ou.edu) — Office DEH 252: T 3:00-4:00, W 3:00-4:00, R 12:00-1:00

Assistant
Allen Smith — Office DEH 115: M 3:00-5:00, W 2:00-4:00

Class Meetings
Tuesday/Thursday, 10:30-11:45, CEC 119

Jan 19, May 4: SEC P207; Guest lectures: see Class Schedule (below)

Other dates: room reserved by team (team must meet 10:30-11:45 in room reserved)

Prerequisite
CS 4263 Software Engineering I

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


Software tools
Download/install software tools: http://www.cs.ou.edu/~rlpage/DMtools/logictools.htm

Contribution to grade

Required Work
Team projects 40%
Individual projects other than development journal 20%
Development journal 30%
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>Tues</th>
<th>class activity</th>
<th>Thurs</th>
<th>class activity</th>
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<tbody>
<tr>
<td>1</td>
<td>Jan 17</td>
<td>Crs overview CEC119, Mtg: t2</td>
<td>Jan 19</td>
<td>SVN CEC119, Mtg: t2</td>
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<td>2</td>
<td>Jan 24</td>
<td>Mtg: t2</td>
<td>Jan 26</td>
<td>Mtg: t1/t2/t3</td>
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<td>3</td>
<td>Jan 31</td>
<td>Mtg: t1/t2/t3</td>
<td>Feb 2</td>
<td>t1 Presentation (CEC119), t2-t3</td>
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<td>4</td>
<td>Feb 7</td>
<td>t4/T, Mtg: t5</td>
<td>Feb 9</td>
<td>t4/R, t1, t2, Mtg t5</td>
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<td>5</td>
<td>Feb 14</td>
<td>Mtg t6: Design Review</td>
<td>Feb 16</td>
<td>t6, Mtg: t7/t13/t15</td>
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<td>6</td>
<td>Feb 21</td>
<td>t7, t8/T, Mtg: t13/t15</td>
<td>Feb 23</td>
<td>t3, t8/R, Mtg: t13/t15</td>
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<td>7</td>
<td>Feb 28</td>
<td>J Sharp, Day on job, DEH220</td>
<td>Mar 1</td>
<td>Mtg: t9/t13/t15</td>
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<td>8</td>
<td>Mar 6</td>
<td>t9, t10, t11/T, Mtg t13/t15</td>
<td>Mar 8</td>
<td>t4, t5, t11/R, Mtg: t13/t15</td>
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<td>9</td>
<td>Mar 13</td>
<td>Mtg: t13/t15</td>
<td>Mar 15</td>
<td>Prof J Antonio, SE in industry, DEH 220</td>
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<td>10</td>
<td>Mar 20</td>
<td>Spring Break</td>
<td>Mar 22</td>
<td>Spring Break</td>
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<td>11</td>
<td>Mar 27</td>
<td>t12/T, Mtg: t13/t15</td>
<td>Mar 29</td>
<td>t6, t12/R, Mtg: t13/t15</td>
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<td>12</td>
<td>Apr 3</td>
<td>Mtg: t13/t15</td>
<td>Apr 5</td>
<td>Mtg: t16</td>
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<td>13</td>
<td>Apr 10</td>
<td>t16 SW presentation DEH 220/April 12</td>
<td>Apr 12</td>
<td>t16 SW presentation DEH 220</td>
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<td>14</td>
<td>Apr 17</td>
<td>t7, t13, t14, t15, Mtg: t17</td>
<td>Apr 19</td>
<td>Ruben Gamboa, SE in Start-ups, DEH 320</td>
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<td>15</td>
<td>Apr 24</td>
<td>Mtg: t17</td>
<td>Apr 26</td>
<td>Mtg: t17-t19</td>
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<td>16</td>
<td>May 1</td>
<td>t18 presentation CEC 119</td>
<td>May 3</td>
<td>Last day of class, t17, t19, t8, t9 DEH 220</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 T (R) teams (see Deliverables) present a 15-minute progress report on specified Tuesdays (Thursdays) 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, the first class meeting (Jan 17), and last class meeting (May 3).

Email your team's room schedule to the instructor

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

Outcomes
Here are some things the School of Computer Science thinks you might get out of this course: