CS 490: Design in Software Engineering

Syllabus

Instructor

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Classroom Assistant

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Course Description

This course focuses on the methodology for developing software systems. You have learned how to program in earlier classes and have written numerous small projects in your academic career. This course will focus on designing and developing end-to-end software project using modern technology and tools. You will learn software engineering processes, Agile software development, Requirements engineering, system modeling, architectural design, software design and implementation, software testing, and deployments.

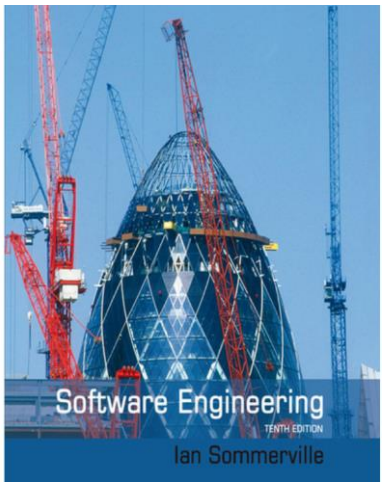
Course Outcomes

- Understand the principles and practices of software design.
- Analyze requirements and create software architecture.
- Design components and modules, using design patterns and heuristics.
- Evaluate design alternatives based on software metrics.
- Apply design principles to real-world software engineering problems.
- You will have worked in a team of developers to create a production grade application. You may add to your portfolio to showcase future employers.
- You will know the software engineering process from design, implementation to testing and deploying software in production like environment.
- You will have learned advanced topics such as software systems dependability, reliability, safety, security.
- You will have learned of CI/CD, performance testing, integration testing, UI testing

- You would have learned tools such as: Jenkins, Figma, JIRA/Trello/Notion, IDEs such as visual studio code/intellij/PyCharm, GitHub, OBS studio, MySQL Workbench, DBeaver, PostMan, Insomnia.
- You would have learned 1-2 of the frameworks such as Svelte, React, Angular, Flask, Django, ExpressJS, NodeJS, Spring boot, ASP.NET.

Textbook

Textbook is **NOT** required for this course, but a textbook is used to teach the material. Each chapter of the book has a power point presentation, and it will be uploaded on canvas.



Software Engineering (10th Edition)
Ian Sommerville
ISBN: 978-0133943030

Note: 9th edition of this book can be used as a substitute.

Topics

- What is Software Engineering?
- Version control
- Software Engineering process
- Project Management/Development team
- Agile Software Development
- Requirements engineering
- System Modeling
- Architectural Design
- Software Design & Implementation
- Software Testing
- Software Dependability
- Software reliability, safety, security

Grades calculation

Participation & Professionalism	10%	Pass/Fail assignments
Individual Projects	20%	Multiple Milestones
Group Project	45%	Multiple Milestones
Midterm	15%	60 minutes (30 questions)
Final Exam	10%	45 minutes (20 questions)

Letter Grade Cutoffs

Letter	A	B+	B	C+	C	D
Cutoff	90	85	80	75	70	60

Participation & Professionalism:

- Individual Contribution summary (Self Evaluation/Peer Evaluation) – 5%
- Individual reflection paper (Course/semester reflection) – 2%
- Attendance – 3%

Individual Project Deliverables:

This is just a high-level overview of each deliverable. Refer to the Individual Project document on Canvas or announcement channel on Discord for additional details on deliverables for each milestone.

- Milestone 1 – 4%
    - Sakila DB Query worksheet
- Milestone 2 – 8%
    - 60-70% of the features should be implemented with minor bugs
    - A Video demonstration of implemented features.
- Milestone 3 – 8%
    - All features should be implemented and working as intended.
    - A Video demonstration of your entire application.

Final Group Project Deliverables:

This is just a high-level overview of deliverables for group project. Refer to group project documentation for additional details on what each milestone should include.

- Planning Documents:
    - Tech Stack Analysis – Why you picked your technology over competing products or framework.
    - Database – ER Diagram, SQL Scripts (create tables/utility scripts/load mock data/etc.)
    - Business – Use Case Documentations
    - Risk Analysis Documentation
- Application Codebase
    - Front end

    - Back end
- Unit Tests – 50% Coverage
- Automated UI tests – 70% of use cases
- CI/CD pipeline deploying backend codebase to deployment site.
- Test result report – Manual metrics is also accepted.
- Presentation Slides for Midpoint and Final presentation
- Live demonstration of application during Midpoint and Final Presentation

Course Schedule:

Lecture	Date	Topic	Milestones
1	1/18	Introduction to Software Engineering Web Application Basics Relational Database Recap	Individual Project assigned
2	1/25	Software Engineering Process Agile Software Development Version Control – Standard Git	IP Part 1 due Group Project Requirements
3	2/1	Project Management/Development team Requirements engineering Use case Outline & Documentation	Form team for Group Project Start Sprint 1
4	2/8	System Modeling	IP Part 2 due
5	2/15	Architectural Design	Start Sprint 2
6	2/22	Midterm Software Design & Implementation	Group Project – Milestone 1
7	2/29	Reserved Day 1**	Start Sprint 3 IP Final version due
8	3/7	Group Presentation Midpoint	Group Project – Milestone 2 Group Presentation Midpoint
	3/14	Spring break – No class	
9	3/21	Software Testing	Start Sprint 4
10	3/28	DevOps & Tools Release Management	
11	4/4	Product Maintenance	Group Project – Milestone 3 Start Sprint 5
12	4/11	Reserved Day 2**	
13	4/18	Reserved Day 3**	Start Sprint 6
14	4/25	Final Exam Mock Final Group Project Demo	Mock Final Group Project Demo
Final	5/9*	Final Group Presentation	6 PM – 9 PM on the date registrar schedules final exam for this course

* This is most likely when Registrar will schedule our exam, but if not scheduled on this date, then a different date for final group presentation.

** Reserved Days are saved for Product Demos or other software engineering related activities related to the group project.

Cheating Policy

Cheating on a programming assignment results in zero credit for all students involved. Cheating on an exam will result in an "F" in the course.

You may discuss problems with each other, in fact, you are encouraged to do so. Where does discussion end and cheating start? You may **NOT** copy lines of code from anybody or anywhere. You may **NOT** use code in your assignments that you did not write. As a general rule: If you don't understand the code and can't explain the code, you can't use the code.

Please familiarize yourself with the NJIT Honor Code. Violations of the honor code will be dealt with seriously and reported immediately to the Dean of Students.

Note:

This is a tentative syllabus and is subject to change at the discretion of the instructor.

Canvas will be used to turn in all the assignments. You will have clear instructions and templates for turning in the assignments. Discord will be used for collaboration, and it is mandatory that everyone installs it on their phone and workstation. You will be given a private link to join discord 1 week prior to beginning of semester. In real world setting you will have Microsoft Teams, slack, Zoom, or some other collaboration technology in your organization. We will be leveraging discord because it is free, and it is a great collaboration tool that provides voice channels, text channels, and ability to share screens.