## Syllabus – CS 3750 Software Engineering II

### Instructor:
Brad Peterson

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### Office Hours:
My office is at room 308 J at the Davis campus.  
Monday and Wednesday 2:00-5:30  
Thursday 3:30 – 5:30

Students find that email and instant messaging are the most effective way of contacting me. I am available online most hours of the day.

### Text:
None

### Course Objectives:
(Community Engaged Learning Designation) This course emphasizes teamwork in small groups on a substantial software engineering project that will be performed for a real customer in the community. It is the intent of the course to provide a capstone experience that integrates the material contained in the CS curriculum through work on a software project that applies this material. Projects are chosen so as to provide an interdisciplinary service learning component with project proposals being solicited from the community at large. Projects that integrate students and faculty from other disciplines are also encouraged. Lectures will be directed towards the software development lifecycle, requirements gathering and design documentation, as well as software project management. Each team member will contribute to all phases of the project as well as the development of a project prototype. Prerequisite: CS 2350, CS 2450, CS 2420, CS 2899, CS 3550, CS 3230 or CS 3280, and ENGL 3100 or ENGL 2250 or PHIL 1250 or NTM 3250.

In addition to the catalog's description, I will also focus on the following:  
* To spend more time developing the product, and less time researching how it will be implemented.  
* To gain experience in a project that is as close to a real-world project experience as a CS course can have.  
* To understand how teammates must work together and delegate tasks for a complex project involving many layers and modules.  
* To gain insights into writing a product and preparing it for deployment.

### Students with Disabilities:
Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 221 of the Student Services Center here at the Davis Campus. SSD can also arrange to provide course materials (including this syllabus) in alternative formats if necessary. You can also call 801-395-3524 for more details.

### Allocated Time:
You should anticipate spending two to three hours of study per week for each credit hour of a university course. Computer and programming classes typically require time in the upper range.

### Grading:
- Personal assignments: 10%  
- Group assignments: 60%  
- Group evaluations: 30%

The group evaluation scores are pushed into a formula which I manage. If a zero score is received on the final group eval, this can negate your entire group evaluation score and group assignment score, giving you a non-passing grade for the course.

Groups may also have the option of "firing" a team member. Other members of a team must first notify the instructor first, and then the individual that an official warning has been given. From there, two weeks must be given for the student to improve. Afterward, with the instructors consent, the other members of the team can remove the person from the team. That newly fired student can attempt to persuade other teams to let him or her join in. If no new teams can be found, the student will receive a zero for the group scores on the his or her grade.

### Cheating:
CS Department policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct.
The University affords you certain rights, including the right to challenge the accusation of cheating. The Dean of Students will explain these rights to you if accused of cheating.

The WSU Student Code explains:

a. Cheating, which includes but is not limited to: i) Copying from another student’s test; ii) Using materials during a test not authorized by the person giving the test; iii) Collaborating with any other person during a test without authorization; iv) Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official; v) Bribing any other person to obtain any test; vi) Soliciting or receiving unauthorized information about any test; vii) Substituting for another student or permitting any other person to substitute for oneself to take a test.

b. Plagiarism, which is the unacknowledged (uncited) use of any other person’s or group’s ideas or work. This includes purchased or borrowed papers;

c. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;

d. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;

e. Giving, selling, or receiving unauthorized course or test information;

f. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;

g. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.

<table>
<thead>
<tr>
<th>Letter Grades</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>93.3 &lt;= Total</td>
</tr>
<tr>
<td>A-</td>
<td>90 &lt;= Total &lt; 93.3%</td>
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<tr>
<td>B+</td>
<td>86.7 &lt;= Total &lt; 90%</td>
</tr>
<tr>
<td>B</td>
<td>83.3 &lt;= Total &lt; 86.7%</td>
</tr>
<tr>
<td>B-</td>
<td>80 &lt;= Total &lt; 84%</td>
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<tr>
<td>C+</td>
<td>76.7 &lt;= Total &lt; 80%</td>
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<tr>
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<tr>
<td>F</td>
<td>Total &lt; 60%</td>
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Course outline: The course itself will remain in a fluid, flexible state through the entire semester. This is done to give each phase of the group project the necessary time needed to complete before moving onto the next phase.

From a broad perspective, the course will follow themes of requirements understanding how to work with team projects within an IDE, code repositories, modular and layering design of applications, gathering and analysis, UML design, database design, UI design, initial stages of implementation. The goal of 3750 is to complete a small deliverable by the end of the course. The course project or projects are expected to continue into any 4000 level capstone course.