Course Syllabus
CS 2450 Software Engineering I
TH 11:30 - 1:20 in TE 103C

This is a hands-on "Let's learn about Computer Science" course. It is also a "Let's learn from each other" course. There are many things about computers that you already know. I would like you to bring your experience so you can use and share what you know. There are also many things that we will discover as we go through the course. As you discover new, interesting, and helpful things, please share.

Course Description
An Object Oriented Analysis and Design course provides practical guidance on the construction of object-oriented systems. Specifically, you will gain a solid footing in the Software Development Life Cycle (SDLC), and a mastery of object oriented analysis and design. We will also cover the Unified Modeling Language (UML) in depth, and current software engineering practices.
Prerequisite: CS 1410

Course Objectives
At the conclusion of this course, you will be able to:

• Understand how to design, develop, and implement complex software projects.
• Understand, and explain the strengths and weaknesses of various modeling approaches.
• Understand the basics of proper interface design, and be able to design a user interface.
• Be able to use UML to create analysis and design diagrams

CONTACT INFORMATION
Instructor
• Linda DuHadway
  lindaduhadway@weber.edu

Office Hours
Tuesday    8:50 - 9:20 in TE 110K
            3:00 - 4:30 in TE 110K
Thursday   1:30 - 4:30 in TE 110K

During these scheduled hours you can just drop by to see me. I am also available at other times and happy to meet with you. Please let me know if you would like to meet at another time.

You may also contact me by using the Inbox in Canvas or sending me an email at lindaduhadway@weber.edu.

TEXTBOOK
by Alan Dennis, Barbara Haley Wixom, and David Tegarden
ISBN-10: 1118804678

GRADED WORK
We will be using a variety of methods for learning the material for this class. These have been put in different categories and they will be combined to make up your grade.
Your grade is based on the following:

- 30% - Reading Questions & Tests
- 50% - Homework Assignments
- 20% - Class Activities

It is important to complete the work as outlined. At the end of the semester, every point counts. There are no make-up assignments or extra credit. Start early and keep up.

NOTES:

You can make comments on assignments but Canvas does not always forward them so they are often unseen. If you have a comment you want me to see, please use email or the Inbox in Canvas to send a message.

Submitted solutions may be electronically or personally compared to detect duplicate work.

Individual/Group Work

Much of the work for this course is done in groups. We will often be working together in groups during class. Group discussion and work is expected and encouraged during these group times.

Homework assignments are to be done individually. We will work on some of them during class. You are expected to complete these assignments on your own. Discussing them with each other is fine.

You are always encouraged to ask questions during class.

Late Policy

Reading questions and tests must be completed by the due date. The lowest two scores in this group will be dropped.

Homework assignments can be turned in late up to 24 hours after the due date. When you use this option, 5 points will be deducted. After 1 day past the due date the assignment is no longer available.

Class activities will be completed in class and cannot be made up. The lowest two scores in this group will be dropped.

Grading Breakdown

- A 93% to 100%
- A- 90% to 92%
- B+ 87% to 89%
- B 83% to 86%
- B- 80% to 82%
- C+ 77% to 79%
- C 73% to 76%
- C- 70% to 72%
- D+ 67% to 69%
- D 60% to 66%
- F Below 60%

SYLLABUS CHANGES

This syllabus is subject to change. I will notify the class regarding all changes.

Department/College/WSU Policies
Course Fee

Course fees for the Computer Science major are designed to cover the costs of lab equipment maintenance and replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors, and online instructional resources.

Departmental Cheating Policy

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.

Academic Honesty

Students are expected to be familiar with the WSU Student Code and abide by it. The Code may be reviewed online at [http://www.weber.edu/ppm/Policies/6-22_StudentCode.html](http://www.weber.edu/ppm/Policies/6-22_StudentCode.html) (pay specific attention to Section IV-D). All necessary steps will be taken to enforce the Student Code to guarantee fairness to all students.

Students with Disabilities

*Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary.*

For more information about the SSD contact them at 801-626-6413, ssd@weber.edu, or [http://www.weber.edu/ssd](http://www.weber.edu/ssd)