Tentative Syllabus
CS 308: Software Engineering
Spring 2020

Lecture Hours:  Mondays  11:40 – 13:30 (online)
                Thursdays  09:40 – 10:30 (online)
Lab Hours     :  Thursdays  16:40 – 19:30 (online)

Zoom  https://sabanciuniv.zoom.us/j/98521944994?pwd=N1VFcUdkOGJEcERObDdiZlpuSDFEQT09
      (for both the online lectures and instructor’s office hours)

Instructor  Cemal Yılmaz
            E-mail: cyilmaz@sabanciuniv.edu
            Office: FENS G019
            Office Hours: Wednesdays 10:40 – 12:30 (online)

TAs
    Arsalan Javeed (ajaveed@sabanciuniv.edu)
    Genco Çoşgun (gencocosgun@sabanciuniv.edu)
    Ege Alpay (egealpay@sabanciuniv.edu)
    Tolun Tosun (toluntosun@sabanciuniv.edu)
    Dursun Ece Gökçay (egokcay@sabanciuniv.edu)

Software Engineering: 1) the application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software; that is, the application of engineering to software. (2) The study of approaches as in (1) ”

DESCRIPTION
This course is an introductory level course to the fundamentals of software engineering. One focus of this course is to provide software engineering knowledge and skills that students can put into immediate practical use. Topics covered include: Requirements engineering, architecting and designing software systems, quality assurance, managing software process, and getting familiar with the state-of-the-art software development tools.

TENTATIVE PROGRAM

week 1  Introduction to Software and Software Engineering
week 2  Managing the Software Process
week 3  Scrum
week 4  Requirements Engineering
week 5  Modeling with Classes I
week 6  Modelling with Classes II
week 7  Modeling Interactions and Behavior
week 8  Software Design Patterns II
week 9  Software Design Patterns III
week 10 Software Design Patterns I
week 11 Software Architecture
week 12 Software Verification and Validation I
week 13 Software Verification and Validation II
GRADING POLICY

<table>
<thead>
<tr>
<th></th>
<th>contribution (%)</th>
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<tbody>
<tr>
<td>Short Quizzes</td>
<td>10</td>
</tr>
<tr>
<td>Midterm</td>
<td>20</td>
</tr>
<tr>
<td>Final</td>
<td>20</td>
</tr>
<tr>
<td>Project</td>
<td>50</td>
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No makeups for the short quizzes! The average of the best \( n-2 \) quiz grades will be used as the final quiz grade, where \( n \) is the total number of quizzes.

Be aware that, since the term project is an integral part of the course, getting good grades in the exams and quizzes is not sufficient to pass the course! To be assessed as successful, students must significantly contribute to their project group’s success.

COURSE PROJECT
Each project will be carried out by using Scrum in a team of 6 students.

TURN-IN and LATENESS POLICY
Project progress demos and assignments (if any) may be turned in up to 24 hours late with 15% penalty, or 24 to 48 hours late with 35% penalty. No assignments will be accepted more than 48 hours late for any reason!

COLLABORATION POLICY
Project groups may discuss ideas about their projects with other groups, but they should not share any project artifacts with others (e.g., requirement documents, design documents, source code, etc.) Each group is responsible in making sure that their artifacts are well protected from others.

MAKE-UP POLICY
It’s simple. Do NOT miss an exam!

If you do miss an exam, no makeup exams will be granted unless you have a documented emergency situation and notify the instructor within 48 hours after the exam date.

TEXTBOOK


The textbook (which can be purchased online at [https://www.homerbooks.com/urun/object-oriented-software-engineering](https://www.homerbooks.com/urun/object-oriented-software-engineering)) is just for the reference; the course material significantly deviates from the textbook!

RECOMMENDED BOOKS