

# CSC444F Software Engineering I

## Fall 2001

### Instructor

Prof. Steve Easterbrook

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Office Hours: Mondays 10am-12am

Course Web Page: <http://www.cs.toronto.edu/~sme/CSC444F/>

Course newsgroup: [ut.ecf.csc444](mailto:ut.ecf.csc444)

### Timetable

This course has two sections. Prof Easterbrook will teach them both.

**There are two lectures per week.** Each lecture will be given twice, one for each section. Choose one section to attend:

<b>Section A</b> Monday 9am, MC102 Thurs 1pm, MC252
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<b>Section B</b> Wed 11am, SS2117 Fri 9am, MC252
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Lectures start on Thursday 6<sup>th</sup> September 2001.

**There are 4 practical sections.** Note that you will attend one practical per week, which lasts for 3 hours:

	<b>Alpha</b>	<b>Beta</b>	<b>Gamma</b>	<b>Delta</b>
<b>Time:</b>	Mon 4-7pm	Mon 4-7pm	Mon 4-7pm	Mon 4-7pm
<b>Room:</b>	HA403	UC67	SF1101	SF1105

Class lists for each practical sections are available on the course website.

Requests to transfer between practical sections must be submitted by email (to [sme@cs.toronto.edu](mailto:sme@cs.toronto.edu)) by 5pm on Friday 7<sup>th</sup> September, and must be requests for *swaps* - *i.e. you must tell me who you want to swap with, and I must have email from both of you to confirm this.*

The first practicals will be held in the week of September 10<sup>th</sup>. The first practical will be used to form teams, and find out a little about the course projects. If you miss the first practical, make sure that by the end of the week you have found out which practical section you should be in.

Your timetable may also mention a tutorial on Thursday afternoons at 4pm. This timeslot is set aside for you to meet with your teams.

### Books

There is one required text:

- Hans van Vliet, “*Software Engineering: Principles and Practice*”, 2nd edition, John Wiley & Sons, 2000 (available in the bookstore)

Other recommended texts can be found on the course website.

## Teams and the trading game

All of the coursework for this course will be carried out as part of a team. Teams will normally be four students (plus or minus one if numbers don't work out). You will be arranged in teams at the first practical. Once you have been assigned a team you cannot change teams unless there is a *very* good reason. I will try to allow you to choose who you work with, but reserve the right to switch members around. During the course you will be developing software as part of your team, and trading software with other teams. You may only trade with other teams in your practical section. See the handout on the trading game for more details. You will need to arrange to meet with your team regularly during the term. It is recommended that you meet at least once per week in addition to meeting in the practicals.

## Grading Scheme

There are 6 assignments due during the term, plus two presentations, and an end of term exam. The assignments and the presentations are all team assignments. Each team will submit a single report for each, and give team presentations at the end of the term. Weightings and due dates are shown below. Detailed instruction on the content of each assignment will be handed out during the term. The end of term exam constitutes 35% of the course grade.

*Note: Each student must achieve a minimum mark of 30% on the exam in order to pass the course.*

Project assignments	Due Date	Weighting
Bi-weekly Assignments (team reports)	At the beginning of the practical (two weeks later).	1 x 5% (assignment A1) 5 x 10% (other assignments)
Demo (team assignment)	Presented in the practical on November 12	5%
Oral Presentation (team assignment)	Presented in the practical on November 26	5%
<b>End of term Exam</b>	Exam date to be announced	35%

## Penalties

You have two weeks for each assignment. Assignments will be handed out in the Monday practicals, and will be due in at the *beginning* of the practical two weeks later. Assignments will be considered late if your TA has not received them in the first half hour of the practical (i.e. by 4:30pm for a practical starting at 4pm). You may submit an assignment up to 48 hours late, for a penalty of 50% of the marks. Assignments submitted more than 24 hours late will not be graded. These penalties will be waived only for a good reason, such as a documented medical or other emergency. Please discuss such excuses with the professor, not with your tutor.

The assignments will be graded as team assignments. The assignment you submit should include a statement on who did what within the team. All students in a team will receive the same grade for the assignment unless they unanimously agree (in writing) to an unequal division of marks. The professor will be the final arbiter with regard to any disputes arising from the composition of teams and /or the distribution of marks to members of a team, and we reserve the right to vary marks within a team.

## Course Notices

Pay attention to notices on the course web page (<http://www.cs.toronto.edu/~sme/CSC444F/>) and the course newsgroup (ut.ecf.csc444). All handouts and lecture notes for the course will be available on the website. Most of these will **not** be handed out on paper.

You will need to refer to the following additional handouts, which will be made available on the website during the first two weeks of term:

- Notes on the software trading game
- Software requirements specification
- List of books and readings