



# COURSE SPECIFICATION

## (SOFTWARE ENGINEERING-2)

Programme(s) on which the course is given	Computer Science
Major or Minor element of programs	Major
Department offering the program	Computer Science
Department offering the course	Computer Science
Academic year / Level	3 <sup>rd</sup> Year / 2 <sup>nd</sup> Semester

### A- Basic Information

<b>Title</b>	<b>Software Engineering-2</b>			<b>Code</b>	<b>CS353</b>	
<b>Credit Hours</b>	<b>Lecture</b>	<b>3</b>	<b>Tutorial</b>	<b>-</b>	<b>Practical</b>	<b>3</b>
	<b>Total</b>				<b>6</b>	

### B- Professional Information

#### 1- Overall Aims of Course

- Complete understanding the principles and operations of software engineering-1 (CS352).
- To provide students with a team development experience.

#### 2- Intended Learning Outcomes of Course (ILOs)

##### 2a- Knowledge and understanding

- a2 Understand and apply a wide range of principles and tools available to the software engineer, such as design methodologies, choice of algorithm, language, software libraries and user interface technique.
- a5 Recognize and appreciate the professional and ethical responsibilities of the practicing computer professional including understanding the need for quality.
- a7 Understand The basics of the software life cycle, from requirements definition to development and evaluation.

##### 2b- Intellectual skills

- b3 Identify a range of solutions and critically evaluate and justify proposed design solutions.

- b5** Integrate and evaluate information and data from a variety of sources.
- b6** Be creative in the solution of problems and in the development of designs.

**2c- Professional and practical skills**

- c1** Plan and undertake a major individual project.
- c2** Prepare and deliver coherent and structured verbal and written technical reports.
- c3** Give technical presentations suitable for the time, place and audience.
- c7** Apply computer science skills in a commercial or industrial environment.

**2d- General and transferable skills**

- d1** Display an integrated approach to the deployment of communication skills.
- d2** Use IT skills and display mature computer literacy.
- d7** Demonstrate significantly enhanced group working abilities.
- d8** Retrieve information from a variety of sources such as libraries, printed or electronic sources.

**3- Contents**

<b>Topic</b>	<b>No. of Hours</b>	<b>Lecture</b>	<b>Tutorial /Practical</b>
<b>1 Introduction</b>	3	3	-
<b>2 Software Metrics</b> <ul style="list-style-type: none"> <li>• Definition of Software Metrics.</li> <li>• Classification of Software Metrics.</li> <li>• Process Metrics, Models, and Empirical Validation.</li> <li>• Implementation of a Metrics Program</li> </ul>	6	3	3
<b>3 Program Metrics</b> <ul style="list-style-type: none"> <li>• Measures.</li> <li>• Metrics.</li> </ul>	6	3	3
<b>4 Software Maintenance</b> <ul style="list-style-type: none"> <li>• Definition.</li> <li>• Maintenance and Costs.</li> <li>• Maintenance Estimation Models.</li> </ul>	6	3	3
<b>5 Line of Code and Function Metrics</b> <ul style="list-style-type: none"> <li>• Measuring Line of Code (LOC).</li> <li>• Advantages and Disadvantages of LOC.</li> <li>• Function Point.</li> <li>• Adjustment Factor.</li> <li>• Calculation Total Function Point</li> </ul>	12	6	6
<b>6 Software Cost Estimation</b> <ul style="list-style-type: none"> <li>• Software Productivity.</li> <li>• Estimation Techniques.</li> </ul>	12	6	6

• Algorithmic Cost Modeling			
<b>7 Object Oriented Development, Metrics, and Testing</b>	18	9	9
<ul style="list-style-type: none"> <li>• Introduction</li> <li>• Identifying Objects.</li> <li>• Identifying Associations.</li> <li>• Metrics Suite for Object Oriented Design.</li> <li>• Object Oriented Testing</li> </ul>			
<b>8 Software Testing</b>	18	9	9
<ul style="list-style-type: none"> <li>• Examining the Specification.</li> <li>• Testing with Blinders On.</li> <li>• Examining the Code.</li> <li>• Testing with X-Ray Glasses</li> </ul>			
<b>Total number of Hours for the course</b>	<b>81</b>	<b>42</b>	<b>39</b>

#### 4- Teaching and Learning Methods

- 4.1- Lectures
- 4.2- Practical projects in the laboratory
- 4.3- Exercises and tutorials
- 4.4- Research assignments

#### 5- Student assessment methods

##### 5-a Methods

- 5.a.1 Reports, assignments, and exercises to assess knowledge and understanding.
- 5.a.2 Regular oral, practical and written quizzes to assess intellectual skills.
- 5.a.3 Practical projects, final practical and oral exams to assess professional skills.
- 5.a.4 Reports, assignments, and discussions to assess general and transferable skills.
- 5.a.5 Final written exam to assess knowledge and understanding.

##### 5-b Assessment schedule

Assessment 1	5 <sup>th</sup> week.	Mid term exam
Assessment 2	8 <sup>th</sup> week.	
Assessment 3	10 <sup>th</sup> week.	
Assessment 4	16 <sup>th</sup> week (Oral and practical)	
Assessment 5	17 <sup>th</sup> -18 <sup>th</sup> weeks (final written exam)	

##### 5-c Weighting of assessments

Semester work	10%
Mid-term examination	10%
Oral / Practical examination.	20%
Final-term examination	60%
Total	100%

## **6- List of References**

### **6-a Course Notes**

"Lectures in Software Engineering ", selected by A. Elsis, 2<sup>nd</sup> Semester 2006.

### **6-b Essential Books (Text Books)**

Shari Pfleeger, "Software Engineering - Theory and Practice",  
2nd Edition,  
2001, Prentice Hall

### **6-c Recommended Books**

Leach Roland, "Introduction to Software Engineering", 2000.

### **6-d Periodicals, Web Sites, ... etc**

IEEE transactions on computers, software

## **7- Facilities Required for Teaching and Learning**

- PC laboratory.
- Datashow, screen, and laptop computer

**Course coordinator:**

**Dr. Ashraf Elsis**

**Head of Department:**

**Prof. Nabil Abd El-Wahed Ismail**

**Date:** / /