

# SWE4040 – Software Engineering Project

## COURSE OUTLINE Section 01 – Full Year 2008-09

Class Times:	Th 9:00-10:30
Class Room:	GD120 (SWE Lab)
Tutorial:	---
Lab:	TBA
Instructor:	Dr Maclsaac
Office:	ITD 418 (Information Technology Center)
Office Hours:	TW 11:30-12:30
Email:	<a href="mailto:dmac@unb.ca">dmac@unb.ca</a> (tag: {SWE4040})
Course Web Site:	<a href="http://www.ece.unb.ca/Courses/SWE4000/DM">http://www.ece.unb.ca/Courses/SWE4000/DM</a>

### Course Description

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This course is an independent learning experience designed to guide students through the basic processes of software project design. It is intended, by the end of the course, for students to be able to:

- ▶ work in a team (of 3-4) to design a small-scale software system
- ▶ elicit system requirements from users
- ▶ translate requirements information into documentation that users and designers/implementers/testers can understand
- ▶ design, document and implement a software architecture and system structure, suitable for a small-scale software system
- ▶ determine, document and implement an analysis, design, implementation, test/verification and deployment process suitable for a small-scale software development project
- ▶ manage configurations and versions of small-scale software design artifacts
- ▶ prepare and work to a small-scale project budget and activity schedule

A team software development project of significant size will be used to provide a medium by which students may learn through experience about these skills.

## Attending Lectures, Labs and Tutorials

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There are no formal lectures for this course. Instead, students will be expected to attend weekly discussion sessions during which planning and design issues are addressed, and progress and outcomes are presented. Students are responsible for all material presented and all announcements made during these sessions. If you have to miss one for any reason, it is your responsibility to obtain any information missed.

## Marking Scheme

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- ▶ At the end of Term 1, a written performance evaluation will be provided to each student based on individual contributions in the following aspects of the project (weightings for each are provided):

<b>Progress:</b>	made towards working prototype	10%
<b>Quality:</b>	in planning and execution, design, and coding	50%
<b>Team Work:</b>	including Interaction with team members, managers and client	20%
<b>Maintenance of Documentation:</b>	including project plan, requirements, system design, verification and validation	20%

- ▶ The assessment strategy for Term 2 will be based on the project plan developed in Term 1. Details regarding this assessment will be available in early November.
- ▶ All cases of cheating and/or plagiarism will be reported to the university. This includes copying assignments. Penalties can include failure of the activity in question or failure of the course (see pages 41-42 of the 2008-09 Undergraduate Calendar).
- ▶ A recent decision by the Faculty of Engineering means that serious cases of general misconduct will be reported to the university. As outlined in the UNB undergraduate calendar, page 33, the Board of Governors of the University has approved a set of general regulations which aim to foster a university environment which is:

*“conducive to the development of the whole person...All members of the university community have the right to work and/or study in an environment which affords them respect and dignity, and is free from danger, discrimination, harassment, intimidation, and behavior which is destructive, disruptive or unlawful”.*

It is the responsibility of each student to understand and abide by regulations regarding general conduct as outlined in the UNB undergraduate calendar. **In this class, exploitation of a team member in any way, including disproportionate work load delegation, will be considered an infringement of your team member’s right to respect.**