

ORIGINAL COURSE IMPLEMENTATION DATE: REVISED COURSE IMPLEMENTATION DATE: COURSE TO BE REVIEWED (six years after UEC approval): September 1993 January 2020 October 2025

COURSE TO BE REVIEWED (six years after UEC approval): Course outline form version: 05/18/2018

# **OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM**

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: COMP 370		Number of Credits: 3 Course credit policy (105)						
Course Full Title: Software Engineering								
Course Short Title:								
(Transcripts only display 30 characters. Departments may recommend a short title if one is needed. If left blank, one will be assigned.)								
Faculty: Faculty of Professional Studies		Department (or program if no department): Computer Information Systems						
Calendar Description:								
A detailed and comprehensive study of object-oriented and classical software engineering techniques. This is an addition to the analysis and design work covered in CIS 270. Topics cover all aspects of the software life-cycle. Emphasis is placed on object-oriented techniques and the Unified Modeling Language (UML).								
Note: Students with credit for CIS 370 cannot take this course for further credit.								
Prerequisites (or NONE): COMP 251 and CIS 270.								
Note: Students accepted to a Computing Science major or minor may register permission of the department. The CIS 270 prerequisite will be waived for the				ninor may register with				
				515 270 prerequisite will				
Corequisites (if applicable, or NONE):	None							
Pre/corequisites (if applicable, or NONE):	1							
Antirequisite Courses (Cannot be taken for	r additional cre	edit.)	Special Topics (Double-click on boxes to select.)					
Former course code/number: CIS 370			This course is offered with different topics: ⊠ No □ Yes (If yes, topic will be recorded when offered.)					
Cross-listed with:		NO NO	be recorded when offered.)					
Dual-listed with:			Independent Study If offered as an Independent Study course, this course may be repeated for further credit: ( <i>If yes, topic will be recorded.</i> )					
Equivalent course(s): <b>CIS 370</b> (If offered in the previous five years, antirequ	uisita coursa/s	) will be						
included in the calendar description as a note	e that student	ents with credit		No Yes, repeat(s) Yes, no limit				
for the antirequisite course(s) cannot take thi	is course for fu	urther credit.)						
				Transfer Credit				
Typical Structure of Instructional Hours			Transfer credit already exists: (See <u>bctransferguide.ca</u> .) ⊠ No □ Yes					
Lecture/seminar hours		23		ı.				
Tutorials/workshops Supervised laboratory hours		22		Submit outline for (re)articulation:    No Yes (If yes, fill in transfer credit form.)   Grading System				
Experiential (field experience, practicum, in	ternshin etc.)							
Supervised online activities				er Grades 🔲 Credit/No	Credit			
Other contact hours:								
	Total hours	s 45		um enrolment (for infor	• •			
Labs to be scheduled independent of lecture hours: No Yes Expected Frequency of Course Offerings:   Once per year (Every semester, Fall only, annually, etc.)								
Department / Program Head or Director: Edward Lo				Date approved:	December 20, 2018			
Faculty Council approval				Date approved:	March 15, 2019			
Dean/Associate VP: Tracy Ryder Glass				Date approved:	March 15, 2019			
Campus-Wide Consultation (CWC)				Date of posting:	June 21, 2019			
Undergraduate Education Committee (UEC) approval				Date of meeting:	October 25, 2019			

## Learning Outcomes:

Upon successful completion of this course, students will be able to:

- Illustrate different software life-cycle models, activities occurring in each phase of software life-cycle, various testing techniques, methods of planning and estimating, and strategies of improving software reusability and portability.
- Draw up the requirements workflow.
- Perform structured system analysis workflow.
- Perform functional, class, and dynamic modeling workflow.
- Perform object-oriented design, data flow analysis and transaction analysis workflow.
- Apply UML in a team setting for the analysis and design of a small application.
- Apply the software process for the development of a small application.
- Perform unity, integration, product, and acceptance testing.
- Explain the importance and challenge of post-delivery maintenance.

Prior Learning Assessment and Recognition (PLAR)

 $\boxtimes$  Yes  $\square$  No, PLAR cannot be awarded for this course because

**Typical Instructional Methods** (Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.) Lectures, labs, and assignments.

#### NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Text(s) and Resource Materials (If more space is required, download Supplemental Texts and Resource Materials form.)						
Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year		
Schach, S.R.	Classical and Object-Oriented Software Engineering with UML and C++	$\boxtimes$	WCB/McGraw-Hill	2010		
Sommerville, I.	Software Engineering	$\boxtimes$	Addison-Wesley	2015		
	Author (surname, initials) Schach, S.R.	Author (surname, initials)Title (article, book, journal, etc.)Schach, S.R.Classical and Object-Oriented Software Engineering with UML and C++	Author (surname, initials) Title (article, book, journal, etc.) Current ed.   Schach, S.R. Classical and Object-Oriented Software Engineering with UML and C++ Image: Classical and Character of the context of the c	Author (surname, initials) Title (article, book, journal, etc.) Current ed. Publisher   Schach, S.R. Classical and Object-Oriented Software Engineering with UML and C++ WCB/McGraw-Hill		

Required Additional Supplies and Materials (Software, hardware, tools, specialized clothing, etc.)

#### **Typical Evaluation Methods and Weighting**

Final exam:	35%	Assignments:	20%	Field experience:	%	Portfolio:	%
Midterm exam:	15%	Project:	30%	Practicum:	%	Other:	%
Quizzes/tests:	%	Lab work:	%	Shop work:	%	Total:	100%

## Details (if necessary):

## **Typical Course Content and Topics**

Scope of software engineering

The software process

- Requirements
- Specification
- Object-oriented analysis
- Design
- Implementation
- Integration
- Maintenance
- Retirement
- Software life-cycle models
- Testing
- Review of objects
- Reusability, portability, interoperability
- Planning and estimating