



COSC 4336 Software Development, Fall 2020

M/W/F 9:05 AM – 10:00 AM @ COB 255

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Office Hours: M/W/F 10:00AM-11:00AM on [Zoom](#)

General Course Information

Required Texts	<i>Systems Analysis and Design</i> , by Harry J. Rosenblatt (11 th edition). ISBN-10: 1305494601 ISBN-13: 9781305494602
Suggested Materials	<i>Object-Oriented Software Engineering: An Agile Unified Methodology</i> , by David Kung (1 st edition). ISBN-10: 9780073376257 <i>Software Engineering: A Practitioner's Approach</i> , by Roger Pressman (7 th edition). ISBN-10: 0073375977 ISBN-13: 978-0073375977 <i>Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development</i> , by Craig Larman(3 rd edition). ISBN-13: 978-0131489066 ISBN-10: 0131489062 <i>Object-Oriented and Classical Software Engineering</i> by Stephen R Schach (8 th Edition). ISBN-13: 978-0073376189 ISBN-10: 0073376183
Pre-requisites	COSC 2336
Course Description	It presents a step-by-step methodology - that integrates Planning, Requirements Modeling, UML Tools, Interface and Data Design, CASE tools, Implementation, Test-Driven Development, Quality Assurance, Configuration Management, and Agile Principles throughout the life cycle of software development. Students will be assigned to a group project and will work together through the full development cycle, from understanding the requirements to delivering a functioning product, and will make a series of presentations and reports of the work.
Learning Outcomes	<ol style="list-style-type: none"> 1. Describe software life cycle models 2. Analyze software project requirements 3. Translate the analysis model into the design model 4. Describe agile software development 5. Describe & implement design concepts 6. Evaluate graphical user interfaces 7. Compare testing strategies for unit and integration testing 8. Describe software development techniques utilized by a team

Grading Policy

Weighting Scheme	Exam I - 20% Exam II - 20% Quiz - 10% Project - 50%	90.0 - 100% A 80.0 - 89.99% B 70.0 - 79.99% C 60.0 - 69.99% D Below 60% F
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Projects

- There will be one semester long project, to be completed in teams.
- In addition to the programming project, each team will give a presentation remotely demonstrating the final project.
- All code and files required for the projects must be submitted via Canvas.
- Peer evaluation will be conducted to track each team member's performance.

HandsOn At Home

- In an effort to keep social distance in the wake of COVID-19 outbreak, each Friday will be hands-on at Home day, so programming exercises/projects can be completed in the comfort of your home. The exercises will cover the new techniques discussed in that week and will be checked for completion in class. Make sure to turn in your work via Canvas to receive credit.

Course Policies

- Assignments should be turned in no later than the deadline. Turn in what is completed by the deadline for partial credit. **No late submissions will be accepted.**
- You are expected to do your own work. You may assist each other with general concepts, but direct assistance with a particular assignment or any attempts to gain an unfair academic advantage will not be tolerated. **Any indication of cheating and/or plagiarism on an exam/assignment/project will be an automatic 0 (zero) for the exam/assignment/project for all students involved. Solutions copied from the internet, instructor's manual, etc. will also be given zero credit.** If you have questions about the line between assistance and cheating, discuss it with the instructor. For examples of Scholastic Dishonesty, please visit Section 8-802 of the [Manual of Policy and Procedures](#).

Attendance and Participation

- Both in-class and online participation will be considered in a portion of the student's grade.
- Each student is expected to participate by making regular posts on the discussion board under Canvas, either asking a question or responding to an existing topic.

Computing

- This class will involve extensive use of Android Studio and Android devices (both virtual and physical). You may use any platform to develop your program. You may set up your own personal computer for this build environment so you can work at your convenience outside of the lab (this is recommended). Tutorials will be provided to aid in your setup.
- If you have an Android device (phone, phablet, tablet) then you may use that for development (highly recommended!!). Note: a physical device is not required for the course.

Important Covid-19 Information for Classrooms and Laboratories

- Students are required to wear face masks covering their nose and mouth, and follow social distancing guidelines, at all times in public settings (including classrooms and laboratories), as specified by [Procedures for Fall 2020 Return to Normal Operations](#). The UT Tyler community of Patriots views adoption of these practices consistent with its [Honor Code](#) and a sign of good citizenship and respectful care of fellow classmates, faculty, and staff.
- Students who are feeling ill or experiencing symptoms such as sneezing, coughing, or a higher than normal temperature will be excused from class and should stay at home and may join the class remotely. Students who have difficulty adhering to the Covid-19 safety policies for health reasons are also encouraged to join the class remotely. Students needing additional

accommodations may contact the Office of Student Accessibility and Resources at University Center 3150, or call (903) 566-7079 or email saroffice@uttyler.edu.

Recording of Class Sessions

- Class sessions may be recorded by the instructor for use by students enrolled in this course. Recordings that contain personally identifiable information or other information subject to FERPA shall not be shared with individuals not enrolled in this course unless appropriate consent is obtained from all relevant students. Class recordings are reserved only for the use of students enrolled in the course and only for educational purposes. Course recordings should not be shared outside of the course in any form without express permission.

***This syllabus is subject to change at any time at the discretion of the Professor.**