



COURSE PRESENTATION FORM – ACADEMIC YEAR 2010/2011

COURSE NAME	Software Engineering
COURSE CODE	70105 (BSc 509)
LECTURER	Etiel Petrinja
TEACHING ASSISTANTS	Tadas Remencius
TEACHING LANGUAGE	English
CREDIT POINTS	4
LECTURE HOURS	24
EXERCISE HOURS	12
TIME SPAN	27.09.2010 - 21.01.2011
TIME TABLE	See Timetable Page
OFFICE HOURS LECTURER	During the lecture time, Wednesday, from 14:00 to 16:00, Faculty of CS, POS Building, piazza Domenicani 3 , office 1.12
OFFICE HOURS TEACHING ASSISTANT	During the lecture time, by previous appointment via e-mail, Faculty of CS, POS Building, piazza Domenicani 3 , office 1.11
PREREQUISITES	<ul style="list-style-type: none">• Understanding of the basic phases of the software life-cycle and the problems connected to them;• Capability of identifying the key features of software projects and their impact on the selection of software processes.
OBJECTIVES	To introduce Software Engineering and to learn established and new software engineering methodologies.
SYLLABUS	<ul style="list-style-type: none">• Introduction to Software Engineering• Software Life-Cycle Management• UML• Plan-based and Agile approaches to software development• Requirements definition and elicitation• Software system Analysis• Object-oriented Analysis• Software Design• Object-oriented Design• Agile design• UI design• Software Maintenance



TEACHING FORMAT	Frontal Lectures and Lab Exercises
ASSESSMENT	Final exam, written (100%)
READING LIST	Textbooks: <ul style="list-style-type: none">• Ian Sommerville, Software Engineering, Addison Wesley.• Roger S. Pressman, Software Engineering: A Practitioner's Approach, McGraw-Hill Education – Europe, 2000
SOFTWARE USED	<ul style="list-style-type: none">• Argo UML• Eclipse
LEARNING OUTCOME	<ul style="list-style-type: none">• Understanding of the problems connected to plan, analyze, design, and develop a software system.• Awareness of the key role of the methodology in software engineering and of the main responsibilities of software engineers.• Practical skills to define requirements, model systems with UML, select the most suited tools and techniques depending on the circumstances.
COURSE PAGE	On teaching.case.unibz.it .