CSCE 5430 Software Engineering Syllabus

Instructor: Mohsen Amini  
Office: F297B  
Office Hours: 2:00 – 4:00pm Fridays  
Phone: 970-430-8490  
Email: mohsen.aminisalehi@unt.edu  
Class Time: 8:30 – 11:20pm Thursdays  
Place: B185

Teaching Assistant: 

<table>
<thead>
<tr>
<th>TA Name</th>
<th>In-person office hours</th>
<th>Online office hours</th>
<th>Contact</th>
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<tbody>
<tr>
<td>Akiharu Esashi</td>
<td>Wed.12:00 to 2:00pm</td>
<td>Thur 12:00pm to 2:00pm (link)</td>
<td><a href="mailto:akiharuesashi@my.unt.edu">akiharuesashi@my.unt.edu</a></td>
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<tr>
<td>Praveen Suggala</td>
<td>Friday - 3:30PM to 5:30PM</td>
<td>Tuesday - 3PM to 5PM (link)</td>
<td><a href="mailto:praveenkumarsuggula@my.unt.edu">praveenkumarsuggula@my.unt.edu</a></td>
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Communication Expectations: 

Connect with me through email and/or by attending office hours. You can call me Dr. Amini. I will strive to respond to your emails within 1 business day and make grades of each homework/exam within two weeks after the due date. Please write the course number in your email subject line. If you contact me and do not receive a response within two business days, please send a follow up email. A gentle nudge is always appreciated.

All course related announcements will be on Canvas. Please set up your notification settings to avoid missing any announcements. Please check CLEAR Online Communication Tips at https://clear.unt.edu/online-communication-tips.

Textbook

- Engineering Software Products, by Ian Sommerville, Pearson
- Software Engineering Edition 10, by Ian Sommerville, Pearson
Course Description


Learning Outcomes

This course introduces the fundamental concepts, common principles, and general techniques of software product engineering. By the end of this course, students will:

1. Explain various software process models.
2. Apply requirements elicitation, specification, and validation processes.
3. Making use of agile software engineering methods such as Scrum and XP.
4. Employ methods for Devops and CI/CD.
5. Develop a system based on software quality standards and guidelines.
6. Implement the basic concepts of the software design patterns.
7. Understand different software architectures
8. Architecting cloud-based software systems
9. Software project management and quality assurance.

Grading

- Projects (Assignments) and presentation 50%
- Group research presentation and demo 10%
- Midterm 20%
- Final 20%
- In-class activities extra points.

A: 90-100; B: 80-89; C: 70-79; D: 60-69; F <60

To pass the course the students must achieve a mark of 50% (10 out of 20) on the midterm and final exams.

Project Assignments: There will be one major group project that will be achieved in 3 phases, plus project and tasks definition. Late submissions for each project phase will be allowed up to 24 hours after the due date with a 20% penalty on the grade for that assignment. Submissions after the grace period will not be accepted! **We do not accept assignments submitted via email.**
**Project presentation.** Each group has to present their project progress at least 2 times in the classroom during the semester and get feedback from other students. Each group will upload the project materials (slides, reports, definition, architecture, etc.) at least 24 hours before the presentation time on Canvas, so that other groups can check it. The feedback will be given in the classroom based on a Scrum-specific questionnaire and are considered as extra points.

**Research Projects.** Each group has to choose, present, and implement (demo) a research topic in the classroom.

**In-class activities.** These activities generally have bonus points. Due to the ad hoc nature of the in-class activities, they will be announced during class time. It is your responsibility to listen to class carefully to learn about these activities. If you are absent, you will miss the in-class activities and its bonus points. No late submissions or make ups will be accepted for class activities.

- **Note:** There is just 1 week to question any assignment or test grades.
- Make up exam and activities can be scheduled only with dr excuse letter
- Early exams can be scheduled only if the student cannot attend the final/midterms exam because of health issues and with an official doctor letter in the U.S.
- In the case of a missed assignment or other mandatory activities due to illness, make-up work will only be allowed by the instructor to receive further notification from the Dean of Students. Students are responsible for sending an email to the Dean of Students with a physical copy of a signed doctor’s note. See the UNT Attendance Policy for more information. A student is responsible for requesting an excused absence in writing, providing satisfactory evidence to the Dean of Students (deanofstudents@unt.edu) to substantiate excused absence, and the Dean of Students will send the notification to the faculty member assigned to the course for which the student will be absent. When an absence is excused, the faculty member will provide a reasonable time after the absence for the student to complete the assignment.

**Method of Instruction**

- Writing on the board, Illustration through PowerPoint slides, Regular class interaction, Problem solving through assignments, Guest lectures, Research on advanced aspects of software engineering in academia and industry.
• Taking part in the classes is not compulsory. However, students are responsible for all missed works, or any announcements in the class. The absence reason could be anything including university sponsored events.

• **Note:** Lecture notes and handouts will be available in Canvas. Examples written on the whiteboard will NOT be available in Canvas. Therefore, it is the student’s responsibility to attend lectures and take notes.

**Academic Integrity**

Standards in this course are consistent with UNT policy: STUDENT STANDARDS OF ACADEMIC INTEGRITY (18.1.16), or other related/existing UNT policies. The work that you turn in to be graded, including any underlying ideas, must be your own individual work. Usage of unauthorized material and sources, or depending on any unauthorized assistance, to answer homework problems, test questions, writing reports, or carrying any type of assignment, etc., without the permission of the instructor, or without complete and accurate and complete attribution/citation of the source, when applicable, is viewed as an academic misconduct.

**Assignment 1 Already RELEASED:** Please make sure to take the “Academic Integrity” quiz that is available on Canvas.

**Due Date: Second session of the class.**

**Cheating Policy:**

• Using information from a homework helper site (including AI based services like Chat GPT) is CHEATING

• Duplicating/nearly duplicating answers from another student/another group's submission is CHEATING.

• If you get help from any person or online system, you must declare that in the beginning of your submission.

• **First offense:** 0 for the entire submission

• **Second offense:** F for the course and reporting to the University administration

**Disabilities Accommodation**

The University of North Texas complies with Section 504 of the 1973 Rehabilitation Act and with the Americans with Disabilities Act of 1990. The University of North Texas provides academic adjustments and auxiliary aids to individuals with disabilities, as defined under the law. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable
accommodation of their disabilities. If you believe you have a disability requiring accommodation, please see the instructor and/or contact the Office of Disability Accommodation at 940-565-4323 during the first week of class.

**Syllabus Disclaimer**

Information contained in this syllabus is, to the best knowledge of the instructor, considered correct and complete when distributed to the students. The instructor reserves the right, acting within policies and procedures of the University of North Texas, to make necessary changes in course content or instructional techniques without prior notice or obligation to the student.