Course Number	CS 435	Course	Title	Software Eng	ineering		
Semester Hours	3	Course Coordin		Koushik Sin	ha		
Catalog Description	Principles, practices and methodology for development of large software systems Object-oriented principles, design notations, design patterns and coping with changin requirements in the software process. Experiences with modern development tools an methodologies. A team project is an integral part of this course.						
	<u> </u>		Textboo	oks			SPI
Pressman, R.S. & McGraw Hill	Maxim, B.R. I, 6 th Edition.	ISBN: 978-2	1259872	2976.	Practition	er's Approa	
			Referen	ces			
Various references	to tool and lang	guage docume	entation,	resources on p	oatterns, prin	ciples, etc.	
		Course]	Learning	g Outcomes			
• To become fan		epts of softwa velopment to	are devel ools and p	opment metho	dologies and ate software	l notations. both indivic	
	Assessme	ent of the Co	ntributi	on to Student	Outcomes		SP2
Outcome →	1	2	3	4	5	6	7
Assessed →		X	Х	X	Х	X	
		Prere	quisites	by Topic			

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Major Topics Covered in the Course						
1. Introdu	ction to software development {2 classes}					
2. Perspec	ctives on software process {3 classes}					
3. Introdu	ction to software best practices {3 classes}					
4. Commu	unication, collaboration and teamwork {6 classes}					
5. Softwar	re development tools & environment IDE, testing framework, build scripts {3 class	ses}				
6. Coding	style and conventions {2 classes}					
7. Object	oriented principles {5 classes}					
8. Practice	es and process in depth {6 classes}					
9. Design	notations {3 classes}					
10. Softwar	re design patterns {5 classes}					
11. Anti-pa	atterns {2 classes}					
NOTE: W	then course is taken as 500-level credit (CS 591 "Special Topics"), there wi	ll be				
additional	requirements such as a research project.					

Latest Revision: Fall 2020