

Introduction to Course MT356F

Lecture #01
Software Engineering and
Project Management

Instructed by Steven Choy on Sep 18, 2006



What will you get?

- Knowledge and skill in
 - Software engineering concepts
 - UML & UML modeling tool
 - Software requirement & specification
 - Software design
 - Software testing
 - Project management



Course Aims

- develop your knowledge of terminology, notations and methods for effective communication regarding software engineering activities
- enable you to apply software engineering methods in a variety of software processes



What do you need to do?

- In the coming 8 months (September 2006 to April 2007)
 - Attend 26 **lectures** (2 hours each)
 - Attend 26 **tutorial/practical sessions** (3 hours each)
 - Study around 13 chapters of the **textbook**
 - Do and submit course works (**assignments** and **mini-project**)
 - Attend a mid-term **test** just before term-break
 - Attend a **final exam** at the end



Contents at a Glance



- Introduction to Software Engineering
- Modeling with UML
- Requirements Elicitation
- Requirement Analysis
- System Design
- Reuse and Object Design

...Contents at a Glance

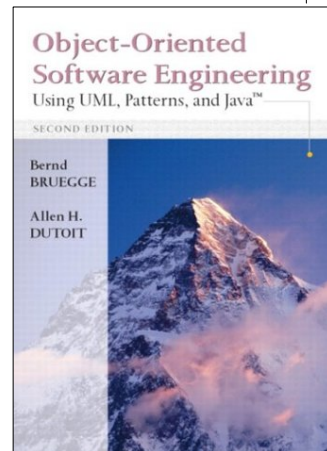


- Implementation
- Testing
- Change Management
- Project Management
- Software Life Cycle and Methodologies

Textbook



- Object-Oriented Software Engineering Using UML, Patterns and Java (2nd Edition), Bernd Bruegge & Allen H. Dutoit
- You are required to own a copy of the textbook as the course use the book heavily.



Tutorial Class



- What will we do in tutorial/practical sessions
 1. Discussion on SE issues
 2. Class exercises
 3. Practical laboratory exercises
 4. Project working time

Group Project



- You need to form a team of 3-5 members to do a software project as a course work requirement.
- The scope and requirement of the project will be detailed soon.
- You need to submit a proposal and a deliverable for assessment purpose.

Some words...



- Study the textbook after each lecture
- Review the textbook before each tutorial
- Participate actively during tutorial
- Learn from your instructor and your peer students
- *The more you pay the more you get!*