

Faculty of Computers & Information Technology

Software Engineering 1

| Information : | | | | | | |
|---------------|---|-------|---|---------------|----------------|-------------|
| Course Code : | CSC 251 | Level | : | Undergraduate | Course Hours : | 3.00- Hours |
| Department : | Faculty of Computers & Information Technology | | | | | |

Instructor Information :

| Title | Name | Office hours |
|--------------------|------------------------------|--------------|
| Professor | Ramadan Moawad Mohamed Ahmed | 6 |
| Professor | Hisham Ahmed Hassan Mohamed | 2 |
| Professor | Hisham Ahmed Hassan Mohamed | 2 |
| Assistant Lecturer | Amr Mansour Mohsen Afifi | 6 |
| Assistant Lecturer | Amr Mansour Mohsen Afifi | 6 |
| Teaching Assistant | Nada Emad Abdelsalam Hussien | 1 |

Area Of Study :

Overview of software engineering, software requirement: requirement engineering processes, system models, software prototyping. Design: architecture design, distributed system architecture, object oriented design, user interface design

Description :

Overview of software engineering, software requirement: requirement engineering processes, system models, software prototyping. Design: architecture design, distributed system architecture, object oriented design, user interface design

| Course outcomes : | | | | |
|--|---|--|--|--|
| a.Knowledge and Understanding: : | | | | |
| 1 - | Understand that the engineering discipline is necessary for software development. | | | |
| 2 - | Understand ethical and professional issues that are important for Software Engineers | | | |
| b.Intellectual Skills: : | | | | |
| 1 - | Utilize critical thinking in analysis and evaluation of different models and techniques that are used in software development | | | |
| c.Professional and Practical Skills: : | | | | |
| 1 - | Practice teamwork in developing software project | | | |
| 2 - | Develop some standard documents used in each stage of the software life cycle. | | | |
| d.General and Transferable Skills: : | | | | |
| 1 - | Use an effective way for oral and written communication | | | |



Course Topic And Contents :

| Торіс | No. of hours | Lecture | Tutorial / Practical |
|--|--------------|---------|----------------------|
| Professional software development | 4 | 2 | 2 |
| Software engineering ethics | 4 | 2 | 2 |
| Software process models | 4 | 2 | 2 |
| The rational unified process | 4 | 2 | 2 |
| Agile software development | 4 | 2 | 2 |
| Extreme programming | 4 | 2 | 2 |
| Requirement engineering process | 4 | 2 | 2 |
| Functional and non-functional requirements | 4 | 2 | 2 |
| The software requirement document | 4 | 2 | 2 |
| System structural models | 4 | 2 | 2 |
| System behavioral models | 4 | 2 | 2 |
| Architectural design views | 4 | 2 | 2 |

Teaching And Learning Methodologies :

| ctures | |
|------------------|--|
| ercises | |
| esentation | |
| en Discussion | |
| pjects | |
| se Study | |
| actical training | |

Course Assessment :

| Methods of assessment | Relative weight % | Week No | Assess What |
|-----------------------|-------------------|---------|-------------|
| Final Exam | 40.00 | 16 | |
| MidTerm Exam. | 20.00 | 7 | |
| Open Discussion -1 | 5.00 | 3 | |
| Open Discussion -2 | 5.00 | 10 | |
| Presentation | 10.00 | 14 | |
| Project | 20.00 | 12 | |