Faculty of Computers and Information Technology

Software Engineering-2

Information :

Course Code : CS352	**Level** : Undergraduate	**Course Hours :** 3.00- Hours

Department : Department of Computer Science

Instructor Information :

Title	Name	Office hours
Professor	Ramadan Moawad Mohamed Ahmed	1
Lecturer	Heba Hamdy Ali Hussien	3
Teaching Assistant	Farah Ashraf Wafaa Mahmoud	
Teaching Assistant	Ahmed Mohamed Nasr Abdel Latif El Dafrawy	
Teaching Assistant	Hadeer Khaled Adel Abdelaziz	
Teaching Assistant	Linah Mohammed Ibrahim Elsayed Ahmed Elnaghi	
Teaching Assistant	Fatmaelzahra Hamdi Abdallah Mohamed	

Area Of Study :

Design a solution for the requirements of a given software system.
Use effectively communication skills.
Understand knowledge that enhances skills in software reuse and critical system development.
Use and adopt fundamental of software engineering.
Comprehend deeply the basic concepts to develop a computer based system process and components.

Description :

This course provides a review of Software Development and Requirements Engineering Process. Software Architecture Design, Object Oriented Design, Software Testing, Software Reuse, Software Verification and Validation, Critical System Development.

Course outcomes :

a.Knowledge and Understanding: :

1 -	Identify the fundamental topics of software engineering such as software reuse and critical system development.
2 -	Explain the principles and techniques of software development methods
3 -	Identify quantitative techniques and methods of software system.

b.Intellectual Skills: :

1 -	Classify methods and techniques to implement software system.
2 -	Select appropriate methodologies and techniques for design of a software system.
3 -	Analyze different architectural and object oriented designs.

c.Professional and Practical Skills: :

1 -	Deploy documentation and development tools for software systems.
2 -	Construct and evaluate using user interface design using human computer interaction concepts.
3 -	Apply effective information to design, implement and test a software system.

d.General and Transferable Skills: :

1 -	Apply communications skills in presentation and report writing of a software project deliverables
2 -	Work on a team for the development of a design and testing documents

ABET Course outcomes :

1 -	Perform an architectural design for the requirements of a given software system.
2 -	Carry out detailed design for given software system.
3 -	Communication effectively.
4 -	Understand different approaches for software reuse and critical system development.
5 -	Implement, test, and evaluate a software system.
6 -	Work effectively in a team.

Course Topic And Contents :

Topic	No. of hours	Lecture	Tutorial / Practical
Review of Software Requirements Engineering	4	2	2
Software Architectural Design I	4	2	2
Software Architectural Design II	4	2	2
Object Oriented Design I	4	2	2
Object Oriented Design II	4	2	2
Software Testing I	4	2	2
Software Testing II	4	2	2
Software Verification and Validation I	4	2	2
Mid-Term Exam	2		
The software Reuse I	4	2	2
The software Reuse II	4	2	2
Critical System Development	4	2	2
Project presentation	4	2	2
Final Exam	2		

Teaching And Learning Methodologies :

Interactive Lectures including discussion
Tutorials
Practical Lab Sessions
Self-Study (Project / Reading Materials / Online Material / Presentations)
Seminars
Case Studies

http://www.fue.edu.eg

Course Assessment :

Methods of assessment	Relative weight %	Week No	Assess What
Assignments	5.00	4	
Final Exam	40.00	14	
Midterm Exam (s)	20.00	9	
Others (Participations)	5.00		
Presentations	5.00	12	
Quizzes	10.00	5	
Team Work Projects	15.00	12	

Course Notes :

An Electronic form of the Course Notes and all the slides of the Lectures is available on the Students Learning Management System (Moodle)

Web Sites :

www.ekb.eg