Syllabus for Software Engineering 1

Credits: 3
CS 2401

Instructor Contact Information:

You can also always send your instructor a private message through the Moodle Messaging system. Once logged into your course, click your instructor's Moodle profile page to be provided the ways in which to communicate with your instructor. Your instructor's email will also be listed in their profile.

Course Description

The course provides an in-depth exploration of key concepts and practices in the field of software engineering. It begins with an introduction to Software Engineering, covering the Software Development Life Cycle (SDLC), Software Requirements Engineering, Analysis, Software Design Architecture, Software Development Methodologies like Agile and Scrum. Students will gain hands-on experience with Software Testing, Quality Assurance, Software Maintenance, while understanding the importance of security, ethics, software evolution, cohesion, coupling, GRASP principles, UML diagrams, Git, GitHub, and software cost estimation. The course concludes with a focus on emerging trends, including DevOps, AI, Cloud-Native Software Engineering, preparing students for the evolving landscape of software development. Jenkins, GitLab CI, or Travis CI will be explored to enhance students' knowledge of Continuous Integration practices.

Learning Objectives

Program Learning Outcomes (PLOs):

1. Students will be able to provide a framework in applying strategies for the effective design of computing systems.
2. Students will be able to explain apply appropriate methods in the planning, development, and management of design projects
3. Students will be able to cover the knowledge and skills needed to analyze problems from multiple perspectives and seek resolution through multiple methods and tools.
4. Students will be able to apply mathematics methods effectively to analyze and resolve problems.
5. Students will be able to communicate effectively using well organized arguments and credible supporting evidence.
6. Students will be able to enhance a command of critical thinking with respect to computer ethics, privacy, and security.

Course Learning Outcomes (CLOs):

1. Describe the Fundamentals of Software Engineering, SDLC Models and Roles in Software engineering.
2. Identify the principles of Software Requirements and Design.
3. Compare Software Development Methodologies, understand Testing and quality assurance techniques.

4. Explain the process of Software Maintenance, Evolution, and discuss Ethical issues in software development.
5. Discuss Emerging Trends in Software Engineering like DevOps, AI-driven development, blockchain, and cloud-native architectures on modern software development.

Co/Prerequisites

None.

Course Materials

UoPeople courses use open educational resources (OER) and other materials specifically donated to the University with free permissions for educational use. Therefore, students are not required to purchase any textbooks or sign up for any websites that have a cost associated with them. The main required textbooks for this course are listed below and can be accessed in the Library and Information Resources Network (LIRN). There may be additional required/recommended readings, supplemental materials, or other resources and websites necessary for lessons; these will be provided for you in the course's General Information and Forums area, and throughout the term via the weekly course Unit areas and the Learning Guides.

- Summers, B. L. (2020). *Effective methods for software engineering.* Auerbach Publishers, Incorporated.

  To access this book:

  - Log into the UoPeople library and go to LIRN. How to Access LIRN is now added to the library.
  - Select "Computer Science" under the "Jump to the Specific Group" section.
  - Select E-book Central.
  - Search using the entire name of the book.
  - View the online book.

Technology Requirements

To fully engage in this course and make the most of your experience, the course must be taken on a PC. You also must have regular access to the internet (high speed is preferred).

Additionally, the following specifications are desirable:

- **OS:** Microsoft Windows 11/10 or MacOS or Linux Operating system.
- **RAM:** A minimum of 8GB RAM, 16-32GB RAM preferred.
- **Storage:** SSD/HDD with a minimum capacity of 128 GB or more.

Campus Tech Support Email for English programs: support@uopeople.edu

Regular and Substantive Interaction

As your instructor, they will interact and engage with each of you on a regular basis throughout the term to support your learning. They will provide direct instruction related to the course's learning objectives,

respond to your questions, grade and/or provide feedback on your submitted coursework, post regular announcements, and engage in the course discussion areas regarding academic course content when appropriate.

Course Expectations and Learning Activities

Discussions
Some units in this course require that you complete a Discussion Assignment. You are required to develop and post a substantive response to the Discussion Assignment in the Discussion Forum. A substantive response is one that fully answers the question that has been posed by the instructor. In addition, you must extend the discussion by responding to at least two (2) of your peers' postings in the Discussion Forum. Grading rubrics are provided in the Discussion Forum for each week. Discussion Forums are only active for each current and relevant learning week, so it is not possible to contribute to the forum once the learning week has come to an end.

Assignments Activities
The assignment activities are graded by your instructor. The grading rubric is listed under the assignment instructions. The grading rubric is a document that outlines the criteria that your instructor will use to grade your work.

Class Introductions
This section is your opportunity to introduce yourself to your classmates and create a vibrant learning community. By sharing your background, interests, and goals, you can create meaningful connections and discover commonalities with your peers.

Quizzes
This course will contain three types of quizzes – the Self-Quiz, the Graded Quiz, and the Review Quiz. These quizzes may contain multiple-choice, true/false, or short answer questions. The results of the Self-Quiz will not count towards your final grade. However, it is highly recommended that you complete the Self-Quiz to ensure that you have adequately understood the course materials. Along with the Reading Assignments, the results of the Self-Quiz should be used as part of an iterative learning process, to thoroughly cover and test your understanding of course material. You should use the results of your Self-Quiz as a guide to go back and review relevant sections of the Reading Assignments. Likewise, the Review Quiz will not count towards your final grade but should also be used to assist you in a comprehensive review and full understanding of all course material, in preparation for your Final Exam. Lastly, the results of the Graded Quiz will count towards your final grade. Specific instructions on the format and content of the Graded Quiz will be provided by your instructor.

Final Exam
The Final Exam will take place during the Thursday and Sunday of Week/Unit 9, following the completion of eight units of work. The format of the Final Exam is similar to that of the quizzes and may contain a combination of different question types. You will have one attempt to take the exam, and it will be graded electronically. Specific instructions on how to prepare for and take the Final Exam will be provided during Week 8 (located inside the Unit 9 Learning Guide). Final Exams must be taken without the use of course learning materials (both those inside and outside the course). If particular materials are allowed for use during the exam, these will be noted in the exam's instructions.

Course Forum
The Course Forum is the place to raise issues and questions relating to the course. It is regularly monitored by the instructors and is a good place to meet fellow students taking the same course. While it is not required to participate in the Course Forum, it is highly recommended.

Participation Expectations

To succeed in this course, you are expected to actively engage and participate regularly. Below are specific guidelines to help you meet these expectations:

- Be involved and active in your courses.
- Be highly motivated and disciplined.
- Check the course homepage, calendar and assignment page, the course syllabus, your UoPeople email, and the Moodle course discussion forums several times a week.
- Post the required comments and responses to the discussion forum for your course.
- Keep up with your assignments and online quizzes/exams (as applicable) and manage your time well. These quizzes test your knowledge and comprehension of the new content.
- Participate actively in class discussions.
- Be polite and respectful.
- Use good grammar and correct spelling.
- Be honest and original. Plagiarism will not be tolerated in any online course.

Non-participation is characterized by lack of any assignment submissions, inadequate contributions to the Discussion Forums, and/or lack of peer feedback to Discussion/Written Assignments. Also, please note the following important points about course participation:

- Assignments must be submitted on or before the specified deadline. A course timeline is provided in the course schedule, and the instructor will specify deadlines for each assignment.
- Occasionally there may be a legitimate reason for submitting an assignment late. Most of the time, late assignments will not be accepted and there will be no make-up assignments.
- All students are obligated to inform their instructor in advance of any known absences which may result in their non-participation.

Feedback and Suggestions

We value your input and would encourage you to complete the end of course survey to provide us with course feedback and suggestions, and report issues

Evaluation and Grading Scale

Grading Weights:

Category	% Of Grade	Grade Items (Learning Activities)	Associated Learning Objectives/Outcomes
Discussion Forums	30%	1. Unit 1 – Discussion Forum 2. Unit 3 – Discussion Forum 3. Unit 4 – Discussion Forum 4. Unit 5 – Discussion Forum 5. Unit 6 – Discussion Forum 6. Unit 8 – Discussion Forum	● Unit 1 – CLO1 ● Unit 3 – CLO2 ● Unit 4 – CLO3 ● Unit 5 – CLO3 ● Unit 6 – CLO4 ● Unit 8 – CLO5
Assignment Activities	40%	1. Unit 2 – Assignment Activity 2. Unit 3 – Assignment Activity 3. Unit 4 – Assignment Activity	● Unit 2 – CLO2 ● Unit 3 – CLO2 ● Unit 4 – CLO3

Category	% Of Grade	Grade Items (Learning Activities)	Associated Learning Objectives/Outcomes
		4. Unit 5 – Assignment Activity 5. Unit 7 – Assignment Activity	● Unit 5 – CLO3 ● Unit 7 – CLO4
Graded Quizzes	10%	1. Unit 3 – Graded Quiz 2. Unit 6 – Graded Quiz	● Unit 3 – CLO1, CLO2, CLO3 ● Unit 6 – CLO1, CLO2, CLO3, CLO4
Final Exam	20%	1. Unit 9 – Final Exam	● Unit 9 – CLO1, CLO2, CLO3, CLO4, CLO5
TOTAL 100%			

Grading Scale:

Letter Grade	% Grade	Grade Points
A	98%-100%	4.00
A	93-97%	4.00
A-	90%-92%	3.67
B+	88%-89%	3.33
B	83%-87%	3.00
B-	80%-82%	2.67
C+	78%-79%	2.33
C	73%-77%	2.00
C-	70%-72%	1.67
D+	68-69%	1.33
D	63%-67%	1.00
D-	60%-62%	0.67
F	<60	0.00
W	N/A	N/A

Students may also be granted Withdrawal (W), if they withdraw from the course, or an Incomplete (I) should their circumstances permit. A student who feels they were graded unfairly, or who seeks to dispute a grade, may initiate a grade appeal process. Refer to University Policies for more information on withdrawals and appeals.

Course Schedule

UNIT 1: Introduction to Software Engineering and Software Development Life Cycle
- Watch/Read the reading assignments due 3rd – 4th day of the week (recommended)
- Discussion first response due 4th day of the week
- Discussion replies due 6th day of the week
- Self-quiz due 7th day of the week

UNIT 2: Software Requirements Engineering and Analysis
- Watch/Read the reading assignments due 3rd – 4th day of the week (recommended)
- Assignment activity due 6th day of the week
- Self-quiz due 7th day of the week

UNIT 3: Software Design and Architecture
- Watch/Read the reading assignments due 3rd – 4th day of the week (recommended)
- Discussion first response due 4th day of the week
- Discussion replies due 6th day of the week
- Assignment activity due 6th day of the week
- Self-quiz due 7th day of the week
- Graded quiz due 7th day of the week

UNIT 4: Software Development Methodologies
- Watch/Read the reading assignments due 3rd – 4th day of the week (recommended)
- Discussion first response due 4th day of the week
- Discussion replies due 6th day of the week
- Assignment activity due 6th day of the week
- Self-quiz due 7th day of the week

UNIT 5: Software Testing and Quality Assurance
- Watch/Read the reading assignments due 3rd – 4th day of the week (recommended)
- Discussion first response due 4th day of the week
- Discussion replies due 6th day of the week
- Assignment activity due 6th day of the week
- Self-quiz due 7th day of the week

UNIT 6: Software Maintenance and Evolution
- Watch/Read the reading assignments due 3rd – 4th day of the week (recommended)
- Discussion first response due 4th day of the week
- Discussion replies due 6th day of the week
- Self-quiz due 7th day of the week

UNIT 7: Software Quality Assurance, Security, and Ethical Considerations
- Watch/Read the reading assignments due 3rd – 4th day of the week (recommended)
- Assignment activity due 6th day of the week

- Self-quiz due 7th day of the week

UNIT 8: Emerging Trends in Software Engineering (DevOps, Continuous Integration, AI in SE)

- Watch/Read the reading assignments due 3rd – 4th day of the week (recommended)
- Discussion first response due 4th day of the week
- Discussion replies due 6th day of the week
- Self-quiz due 7th day of the week

UNIT 9: Final Exam

- Final exam due 7th day of the week

University Policies & Processes

Late Work/Make-up Policy

Please review the Late Work policy in the University Catalog.

Code of Conduct

University of the People expects that students conduct themselves in a respectful, collaborative, and honest manner at all times. Harassment, threatening behavior, or deliberate embarrassment of others will not be permitted. Any conduct that interferes with the quality of the educational experience is not allowed and may result in disciplinary action, such as course failure, probation, suspension, or dismissal. For more information on this topic, please review the General Code of Conduct in the University Catalog.

Procedures for Resolving Academic Grievances/Appeals

If you believe that the final grade you received for a course is erroneous, unjust, or unfair, please contact your course instructor. This must be done within seven days of the posted final grade. For more information on this topic, please review the Grievance Policy and Grade Appeals Procedure in the University Catalog.

Withdrawal and Drop Date Policy

Please review the Course Drops and Withdrawals policy of the University Catalog.

Academic Integrity and Plagiarism

Please review the Code of Academic Integrity in the University catalog.

Intellectual Property

UoPeople respects the intellectual property rights of others who seek to create, preserve, and disseminate knowledge through teaching, collective learning, and continued research at the University at large. For more information on this topic, please review the Intellectual Property policy in the University catalog.

Reasonable Accommodations

Contact your Program Advisor to open a request for support.

Student Support Services & Resources

English Programs

Academic Advising: advising@uopeople.edu
Financial Aid: financial.aid@uopeople.edu
Library Resources: library@uopeople.edu
Payment Processing: payments@uopeople.edu
Student Services: student.services@uopeople.edu
Technical Support: support@uopeople.edu