SYLLABUS
COSC6351: Software Engineering
Spring 2005

The purpose of this course is to train the students to define a problem clearly; to determine its tractability; to determine when consultation with outside experts is appropriate; to evaluate and choose an appropriate solution strategy; to study, specify, design, implement, test, modify, and document that solution; to evaluate alternatives and perform risk analysis on that design; to integrate alternative technologies into that solution; and to communicate that solution to colleagues, professionals in other fields, and the general public. Topics to be covered include:

Basic Concepts  Specifications
Principles and Practices  Formal Methods
Management and Processes  Software Design
Life Cycle  Software Implementation
Quality Assurance  Techniques and Paradigms
Requirements  Software Evolution

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Course URL: http://www.cs.uh.edu/~jhuang/JCH/SE/6351.html

Textbook: Software Engineering by Ian Sommerville (Addison Wesley). It will be supplemented by journal/conference articles and notes from the instructor.

REMARKS
1. Students are expected to participate actively in all class discussions
2. No make-up exam is allowed unless the student is excused by the instructor in advance. In case of emergency, contact the instructor or the teaching assistant as soon as possible.
3. The final grade will be assigned based on the grades of:
   - Midterm 30%
   - Final 40%
   - Homework/class discussions 30%

(Subject to revision without notice)