ECE450 – Software Engineering II
Winter 2007

General Information

Instructor:
> Jorge Aranda *(**H**or-**h**eh Ah-ran-dah)*
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Lectures: Mon 10am, Tues 5pm, Thurs 5pm, BA1200
Tutorials: As announced. Time slot: Tues 6pm, GB248
Lab sessions: As announced. Time slot: Fri 3-6pm, GB243
Office hours: Mon 11am, or by appointment

Course website: http://www.cs.toronto.edu/~jaranda/ece450h/
> *(visit often to check announcements)*

Bulletin board: On CCNet: http://ccnet.utoronto.ca/20071/ece450h1s/

Course Prerequisites

You must have completed CSC444 (Software Engineering I) to take this course.

Recommended Texts

This course does *not* have a required textbook. However, we will be referring to the following book for about half the course. I suggest you buy it – it belongs in any serious developer's bookshelf anyway:

- Gamma et al. "Design Patterns: Elements of Reusable Object-Oriented Software." Addison-Wesley, 1995.

Every topic will have a list of recommended readings and links. Make sure to check the course website regularly to see them.

Communication and Email Policy

Please use lectures and tutorials as your main opportunity to ask questions about the course. Major announcements will be posted on the course website.

If you need to send me email, include the string "[ece450]" in your subject line to avoid getting caught by the spam police. Make sure to identify yourself in any email messages as well.

Note that I am not hooked to my computer all day. You should not expect a quick response to your emails or posts. Writing "urgent" in your subject line won't improve turnaround times!

Attendance

Attendance to lectures is mandatory. Much material and interpretation covered during lectures will not be present in lecture notes.

Attendance to lab sessions and tutorials is expected. There will not be a tutorial nor a lab session in the first week of the term. Tutorial and lab sessions will be announced at lectures and in the course website.

Marking Scheme

Task	%	Topic	Due Date
Assignment 1	10%	Project selections and exploration	February 1
Midterm test	15%	First half of course (50 min)	March 8
Assignment 2	15%	Architectural comparison	April 5
Assignment 3	15%	Open source contribution	April 12
Assignment 4	10%	Software Engineering essay	April 12
Participation	5%	(During lectures)	
Final exam	30%	All course material (2 hrs)	TBD

Assignments 1 to 3 are team assignments. You must form teams of 3-4 persons during the first week of the term. *Other team sizes will not be allowed*. All members will receive the same grade. Exceptional circumstances will be handled by the instructor.

Detailed instructions on the content of each assignment will be handed out during the term. Here is a brief description of what each assignment entails:

Assignment 1 will set the foundations for assignments 2 and 3. It will consist of an initial exploration of (a) two open source systems whose architecture you will investigate and compare; and (b) an open source project to which you will contribute during the term.

Assignment 2 consists of reporting a comparison of the design and architecture of two similar open source systems under the light of the course's material. Your team will present this report to the rest of the course at the end of the term.

Assignment 3 consists of contributing to an active open source project. You need approval from the instructor at the beginning of the project regarding the size and relevance of your proposed contribution. Valid OS projects must be mature (ideally older than 3 years), must have at least 3 active developers contributing to it, and should have an active mailing list. Valid contributions are source code or documentation. Your contribution must be accepted by the project's development community. *Success in this assignment is **binary** – you will either have full marks or zero marks. **Start early**, as approval processes in OS projects often take long.*

Assignment 4 is the only individual assignment of the course. It consists of a short essay that discusses an issue in software engineering, or a critique on a software development book.

Finally, **participation** during lectures and in the bulletin board is encouraged and expected.

Late Policy

Due dates for assignments are firm. They must be submitted before 5pm on the day they are due. Anything submitted between 5pm and midnight on the day the assignment is due will be marked with a 20% penalty. Anything submitted after that will receive 0. Exceptions will only be made for medical and family emergencies, with supporting documentation.