

CSC444F – Software Engineering

Fall 2004

Instructors

Ramona Truta
Email: ramona@ecf
Lecture time:
Mon 12-1 PM, BA-1170
Wed 12-1 PM, GB-119
Office hours:
Mon 1-3 PM, BA-3222

Cosmin Truta
Email: cosmin@ecf
Lecture time:
Mon 12-1 PM, WB-116
Wed 12-1 PM, GB-248
Office hours:
Mon 1-3 PM, BA-3234

Teaching Assistants

Jorge Garcia Aranda
Sergey Bondarenko
Sotirios Liaskos
Lin Mei

Ning Su
Linghai Zhang
Nan Zhang

Books

There is one required text:

- Hans van Vliet, “*Software Engineering: Principles and Practice*”, 2nd Edition, John Wiley & Sons, 2000

Other recommended texts can be found on the course website.

Teams and the trading game

All of the coursework for this course will be carried out as part of a team. Teams will normally be four students (plus or minus one if numbers don't work out). You will be arranged in teams during the first lecture. Once you have been assigned a team, you cannot change it, unless there is a very good reason. The instructors will try to allow you to choose who you work with, but reserve the right to switch members around. During the course you will be developing software as part of your team, and trading software with other teams. You may only trade with other teams in your course section. See the handout on the trading game for more details. You will need to arrange to meet with your team regularly during the term. It is recommended that you meet at least once per week in addition to meeting in the tutorials.

Marking scheme

There are 5 assignments during the term, plus one presentation, and an end of term exam. The assignments and the presentations are all team assignments. Weightings and due dates are shown below.

Each student must achieve a minimum mark of 30% on the exam in order to pass the course.

Project assignments	Due date	Weighting
Bi-weekly assignments (team reports)	Mondays, two weeks after hand-outs	10% (A1, A3, A4) 15% (A2) 5% (A5)
Presentation and Demo (team assignment)	Presentation dates to be announced	15%
End-of-term exam	Exam date to be announced	35%

The assignments will be marked as team assignments. Your submissions should include a statement on who did what within the team. All students in a team will receive the same mark for the assignment, unless they unanimously agree (in writing) to an unequal division of marks. The instructors will be the arbiters with regard to any disputes arising from the composition of teams and/or the distribution of marks within a team, and they reserve the right to vary marks within a team.

Penalties:

You have two weeks for each assignment. Assignments will be handed out on Mondays, and will be due two weeks later at 1:00 PM, in the BA-2220 drop box. Late assignment penalty is 20% per day, and only two penalty days are allowed.

Penalties may be waived for a good reason, such as a documented medical or other emergency. Please discuss such situations with your instructor, no later than 1 week after your emergency.

Course notices

Pay attention to the announcements and other notices on the course web page:

<http://www.cs.toronto.edu/~ramona/teaching/csc444/f04/>

All handouts and lecture notes will be available on the website. Many of these will **not** be handed out on paper.

Please refer to the following additional handouts, available on the course web page:

- Notes on the software trading game.
- Software requirements specification.
- List of books and readings.

Emailing the instructor

Please follow these rules:

- The subject line must contain “CSC444”.
- Shorter messages get faster responses.
- If you send a piece of code and ask “what’s wrong with it?”, do not expect a reply.
- No attachments, no HTML, no MIME encoding, no MS Word. See <http://www.expita.com/nomime.html> on why and how **not** to use HTML in email messages, and other email etiquette rules.