Course Code   Course Title
COMP 3111   **Software Engineering**

Course Description
Methods and tools for planning, designing, implementing, validating, and maintaining large software systems. Project work to build a software system as a team, using appropriate software engineering tools and techniques. Co-list with: COMP 3111H. Prerequisite(s): COMP 2012 OR COMP 2012H. Exclusion(s): COMP 3111H, ISOM 3210. Mode of Delivery: [BLD] Blended learning

List of Topics
1.Introduction
2.Modeling Software Systems using UML
3.Software Development
4.System Requirements Capture
5.Implementation
6.Testing
7.System Analysis and Design
8.Software Quality Assurance
9.Managing Software Development

Textbooks
Object-Oriented Software Engineering: Using UML, Patterns, and Java, 3/E, B. Bruegge and A.H. Dutoit, Prentice Hall, Inc., 2010.

Reference books
N/A

Grading Scheme
Pre-Lecture Quizzes   5%
In-class Practice Exercises Assignments   5%
Labs   10%
Quiz   20%
Project 20%
Final   40%
Total   100%

Course Intended Learning Outcomes

Ability to apply appropriate modeling techniques to design software for an application of medium complexity.

Ability to apply appropriate software engineering techniques to implement an application of medium complexity.

Ability to function effectively as a member of a software development team: organize, manage and participate in a small software development team and plan and schedule the activities involved in developing an application of medium complexity.

Assessment Rubrics