

## ***Course Description Form***

<b>1. Course Name:</b>	
<b>Software Engineering</b>	
<b>2. Course Code:</b>	
<b>3. Semester / Year:</b>	
<b>2024-2025</b>	
<b>4. Description Preparation Date:</b>	
<b>2024</b>	
<b>5. Available Attendance Forms:</b>	
<a href="https://www.google.com">هندسة برمجيات (google.com)</a>	
<b>6. Number of Credit Hours (Total) / Number of Units (Total):</b>	
<b>4</b>	
<b>7. Course administrator's name (mention all, if more than one name)</b>	
Name: Iman Qays Abduljaleel Email: <a href="mailto:iman.abduljaleel@uobasrah.edu.iq">iman.abduljaleel@uobasrah.edu.iq</a>	
<b>8. Course Objectives</b>	
<b><i>Course Objectives</i></b>	<ul style="list-style-type: none"><li>• What is Software Engineering, and how does it differ from Information Systems and Computer Engineering?</li><li>• Explanation of the components of Software Engineering.</li><li>• Explanation of the types of models, how to configure them, their disadvantages, and benefits.</li><li>• Ethics of software engineers and designers.</li><li>• How to manage and work on systems.</li><li>• Knowing how to configure a software system.</li></ul>

	<ul style="list-style-type: none"> <li>• The process of configuring requirements and linking them to the system.</li> <li>• Understanding the process of designing the system interface and linking it to processing and requirements.</li> <li>• Understanding how to develop an existing system and make changes to it.</li> </ul>
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### 9. Teaching and Learning Strategies

<b>Strategy</b>	Daily exams and interaction with students through question and answer
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### 10. Course Structure

<b>Week</b>	<b>Hours</b>	<b>Required Learning Outcomes</b>	<b>Unit or subject name</b>	<b>Learning method</b>	<b>Evaluation method</b>
1	2	Understanding the Fundamentals Of software engineering, also, the concepts of Different Methods are Utilized to Develop software Projects	Introduction to software engineering, The Nature of Software, Defining Software	Laptop, Screen to present the lecture slide, White board elaboration	Interactive discussion during lecture, Every week quiz, and 3-to-4exams Throughout the year
2	2		Software Application Domains, Software Characteristics, Programmer & Software Engineer		
3	2		A software system consists of, the characteristic of software engineer, The Attributes of Good Software, The Goals of Software Engineering, Legacy Software		
4	2		Defining the Discipline, The Software Process, The Process Framework, Umbrella Activities, Process Adaptation		
5	2		Code of Ethics, Computer-Based System Engineering and Systems Engineering		
6	2		Emergent properties, Reliability relationships		
7	2		System components and Component types		
8	2		Software Processes , Generic software process models		

<b>9</b>	<b>2</b>		Formal systems development		
<b>10</b>	<b>2</b>		Extreme programming, Spiral development		
<b>11</b>	<b>2</b>		Spiral model of the software process, The requirements engineering process		
<b>12</b>	<b>2</b>		System evolution		
<b>13</b>	<b>2</b>		Automated process support (CASE)		
<b>14</b>	<b>2</b>		Case technology, CASE classification		
<b>15</b>	<b>2</b>		<b>First Semester Exam</b>		
<b>16</b>	<b>2</b>		Project Managements, Software project management		
<b>17</b>	<b>2</b>		Software management distinctions		
<b>18</b>	<b>2</b>		Risk Management		
<b>19</b>	<b>2</b>		Project planning process		
<b>20</b>	<b>2</b>		Project plan structure		
<b>21</b>	<b>2</b>		Activity organization		
<b>22</b>	<b>2</b>		Bar charts and activity networks		
<b>23</b>	<b>2</b>		Task durations and dependencies		
<b>24</b>	<b>2</b>		Activity network, Activity timeline, Staff allocation software		
<b>25</b>	<b>2</b>		Requirements, Requirement's engineering		
<b>26</b>	<b>2</b>		What is a requirement? Non-functional requirement types, Requirements measures, User requirements		
<b>27</b>	<b>2</b>		Problems with natural language		
<b>28</b>	<b>2</b>		Requirement, Requirements Engineering Processes		
<b>29</b>	<b>2</b>		Requirements Engineering Processes		
<b>30</b>	<b>2</b>		Software Security Engineering		

### **11.Course Evaluation**

6 marks- interaction score and regular Quizzes all over the year.  
10 marks for preparing reports, presenting them and discussing their topic.

Exam1 out of 17  
 Exam2 out of 17  
 Effort score: collecting the above-mentioned points out of 50  
 Final exam scores out of 50

***12.Learning and Teaching Resources***

Required textbooks (curricular books, if any)

Main references (sources)

- Software Engineering eighth edition Ian Sommerville 2004, 2008, 2014, and 2017
- Classical and Object-Oriented Software Engineering 3rd Edition
- R. Pressman and D. Lnce , “Software Engineering Practitioner approach 4TH European ,Mergraw Hill 1997.
- Somerville,” Software Engineering “5 TH, Addison Wesley 1996
- Software Engineering: A Practitioner's Approach 4th Edition, by Roger S. Pressman, Bruce Maxim, 2020

Recommended books and references (scientific journals, reports...)

Electronic References, Websites