CS2450 - Software Engineering  
MIS4450 - Project Management  
WEB3450 - Software Engineering  

Spring 2018 Syllabus

**Description:** Required of students pursuing a Computer Science degree or emphasis, open to any student with a strong interest in computer programming. Covers current software engineering theory and practice through completion of a challenging team project.

**Prerequisites:** CS2420 or permission of instructor

**Course fee:** $25, used to assist in maintaining CIT infrastructure.

**Sections:**

One sections:

1. Mon/Wed/Fri 11:00-11:50 in Smith 108. Final Exam is Tues, May 3 9:00 in Smith 108.

**Instructor:** Dr Bob Nielson

**Email:** nielson at dixie dot edu

**Objectives**

- The students will learn to manage IT projects.
- The students will learn to work as a team.
- The students will understand the software lifecycle.
- The students will gain experience in a large scale software project.

**Resources**

**Texts**

No text is required.

**Computer Resources**

You may use the computers in the Smith Computer Center. There will also be lab assistants to help you. These computers require a valid CIT username and password. If you do not already have a CIT login, visit https://pref11.cs.dixie.edu/facilities/passwd.php to create one, or ask a lab assistant to help you sign up for one.

**Course Website**

This course has an accompanying website. You are responsible for announcements, the schedule, and other resources posted on the website. The course website is accessible at http://cit.cs.dixie.edu/cs/2450/. Grading and assignments are managed at https://canvas.dixie.edu.

**Assignments and Exams**

**Reading**

The student is responsible for reading the material in the textbook. A reading schedule is provided with the class schedule on the course website. The student is expected to read the material before the class in which it is discussed. The book also includes material beyond what we will discuss in lecture, which you are encouraged to study on your own. Feel free to bring questions from the reading to lectures or to office hours.

**Projects**

The course project is worth 20 points (1/3 of your grade). Binary tracking will be implemented. If you fail
behind at the end of each week points will be deduced:

| 90+   | 0 points deducted |
| 80-89 | 1 point deducted  |
| 70-79 | 2 points deducted |
| 69-   | 3 points deducted |

Project managers are responsible to update the google docs project tracking worksheets.

**Quizzes**

There will be about 6 in-class quizzes. Quizzes will be worth $\frac{1}{3}$ of your grade.

**Exams**

This course has a comprehensive final exam. The exam will consist of questions similar to the quizzes. This Final exam is worth $\frac{1}{3}$ of your grade.

**Grading**

Projects, quizzes and exams each contribute to your point total. The project counts for one third of your grade, the quizzes for one third, and the final exam for the final third.

Here is the grading scale:

| >= 94 | A |
| >= 90 | A-|
| >= 87 | B+|
| >= 84 | B |
| >= 80 | B-|
| >= 77 | C+|
| >= 74 | C |
| >= 70 | C-|
| >= 67 | D+|
| >= 64 | D |
| <   64 | F |

**Course Policies**

**Absences**

Students are responsible for material covered and announcements made in class. School-related absences may be made up only if prior arrangements are made. The class schedule presented is approximate. The instructor reserves the right to modify the schedule according to class needs. Changes will be announced in class and posted to the website. Exams and quizzes cannot be made up unless arrangements are made prior to the scheduled time.

**Time**

Courses should require about 45 hours of work per credit hour of class. This class will require about 135 hours of work on the part of the student to achieve a passing grade, which is approximately 9 hours per week. If you do not have the time to spend on this course, you should probably rethink your schedule.

**Late work**

Projects: See the projects section.

Quizzes & Finals: These can only be made up if arrangements are made in advance.

**Cheating and Collaboration**

Collaboration with other students in the course is encouraged. Students may seek help learning concepts and developing programming skills from whatever sources they have available, and are encouraged to do so.

Cheating will not be tolerated, and will result in a failing grade for the students involved as well as possible disciplinary action from the college. Cheating includes, but is not limited to, turning in homework assignments that are not the student’s own work. It is okay to seek help from others and from reference materials, but only
if you learn the material. As a general rule, if you cannot delete your assignment, start over, and re-create it successfully without further help, then your homework is not considered your own work.

You are encouraged to work in groups while studying for tests, discussing class lectures, discussing algorithms for homework solutions, and helping each other identify errors in your homework solutions. If you are unsure if collaboration is appropriate, contact the instructor. Also, note exactly what you did. If your actions are determined to be inappropriate, the response will be much more favorable if you are honest and complete in your disclosure.

**College Policies**

Additional college policies, calendars, and statements are available online at [https://academics.dixie.edu/syllabus/](https://academics.dixie.edu/syllabus/).