Course Outline

SENG3010
Software Engineering Workshop 3A
Teaching Period 1 2010

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Course Staff

Contact Details

Staff Name	Role	Email	Phone
Sherif Sakr	Course Convenor	ssakr at cse.unsw.edu.au	93856559

Consultations

Staff Name	Day/Time	Location

Course Details

Course Code/Title: SENG3010 Software Engineering Workshop 3A
Units of Credit: 3
Course WebSite: http://www.cse.unsw.edu.au/~se3010
Handbook Entry: http://www.handbook.unsw.edu.au/undergraduate/courses/2010/SENG3010.html

Course Aims

Students taking this course are to learn to build and test working software that will be used in a number of different situations, targeting different kinds of users. Students successfully completing this course will be able to work in groups to develop high quality software projects. This course will allow students to go out into the real world and be successful programmers, and be able to deal with an evolving computer system, with changing specifications.

Student Learning Outcomes

After completing this course, students will:

- Learn the process of building solid software products in collaboration with other project members.
- Learn the process of developing software in culture of participation.
- Learn the process of working in a team with strict time constraints.
- Learn the process of developing software according to exact specifications.
- Learn how to Integrate a number of separate components to build an integrated system.
- Learn the process of developing systematic test harnesses for specific needs.
- Learn the process of writing reports and documentation for specific needs.
- Be professional users of LaTeX and related technologies.

This course contributes to the development of the following graduate attributes:

Graduate Attribute	Where Acquired
the skills involved in scholarly enquiry	yes
an in-depth engagement with relevant disciplinary knowledge in its interdisciplinary context	yes
the capacity for analytical and critical thinking and for creative problem solving	yes

the ability to engage in independent and reflective learning	yes
the skills to locate, evaluate and use relevant information (Information Literacy)	yes
the capacity for enterprise, initiative and creativity	yes
an appreciation of and respect for, diversity	yes
a capacity to contribute to, and work within, the international community	yes
the skills required for collaborative and multidisciplinary work	yes
an appreciation of, and a responsiveness to, change	yes
a respect for ethical practice and social responsibility	yes

Assumed Knowledge

Before commencing this course, students should:

- Have good knowledge for programming working code.
- Have basic knowledge of web technologies.
- Think and work in groups.
- Read and understand manuals.
- Communicate in the English language.

Assessment

For SENG3010, there are four clearly defined deliverables, labelled PS, CR, DN and HD. To achieve a PS grade, you need to complete successfully the PS deliverable. To achieve a CR grade, you need to complete both the PS and CR deliverables. To achieve a DN grade, you need to complete the PS, CR and DN deliverables. Finally, to achieve an HD grade, you need to complete the PS, CR, DN and HD deliverables. Marks above the minimum mark for each grade will be given at the discretion of the lecturer-in-charge according to the innovations and additions provided by the students.

If you do not begin deliverables as soon as they are released, your chances of finishing them on time are slim.

All deliverables will be very carefully defined, so that much of the marking can be done automatically. Most of the rest of the marking will be done using marking checksheets, according to clearly specified criteria.

Higher-level deliverables will not be assessed if the previous deliverables have not been successfully finished.

Students are to work in groups ofÂ 4 orÂ 5. To determine individual marks, the members of a group may fill in and sign a form stating what percentage of the work was undertaken by each member. Members having undertaken less than their fair share of the work are likely to have their raw score reduced by the appropriate fraction.

In exceptional situations, the lecturer may manually increase a raw score for a student if it can be demonstrated that the group's dynamic has become pathological.

To avoid this disastrous scenario, students should email `ssakr@cse.unsw.edu.au` if they wish to discuss their group's dynamics with the lecturer. Groups with problem dynamics may be required to keep a detailed log of their interactions and their individual contributions.

Deliverable submission: Deliverable submission procedure is described in the deliverable specification document, which will be linked from the main Web page of the course when the deliverable specification becomes available. Generally deliverables are submitted electronically using the `give` program running on the School's computer systems (in labs, and on servers). Details are in the deliverable specifications.

Group formation

Students are to work in groups of 4 orÂ 5. Groups must be registered from the course Web page form. Once the members of a group have been chosen, then one of the members must send an email to `ssakr@cse.unsw.edu.au` (with copies to all members) with the name, student id number, and account name for each member.

Any students who are not registered by Thursday 12Â March atÂ 21:59 will be placed in groups at random.

Once groups are formed, group accounts will be requested. All work will be stored in group accounts.

Academic Honesty and Plagiarism

Plagiarism is defined as "using the words or ideas of others and presenting them as your own". UNSW and CSE treat plagiarism as academic misconduct, which means that it carries penalties as severe as being excluded from further study at UNSW. There are several on-line sources to help you understand what plagiarism is and how it is dealt with at UNSW:

- Learning Centre: Plagiarism and Academic Integrity
- MyUNSW: Plagiarism and Academic Misconduct

- CSE: Addendum to UNSW Plagiarism Guidelines
- CSE: Yellow Form (whose terms you have agreed to)

Make sure that you read and understand these. Ignorance is not accepted as an excuse for plagiarism.

Course Schedule

There are no lectures for the course. However, the lecturer will hold a class meeting to first introduce the main components of the project of the course and also some specific topics and then to mentor the project groups. This first class meeting will be annouced shortly.

Resources for Students

Resources for students include the course Web page, which will point to notes written by the lecturer or to documentation made available on different external Internet sites.

Students will be able to use the computing resources in laboratories from the School of Computer Science and Engineering (CSE). The CSE labs are located in the Electrical Engineering, Mechanical Engineering and K-17 buildings. All deliverables will be submitted from CSE machines using give and will be expected to run on CSE machines.

Course Evaluation and Development

Student feedback on this course, and on the lecturing in this course, will be gathered via questionnaires held at or after the end of the course. Student feedback is taken seriously, and continual improvements are made to the course based in part on this feedback. The course questionnaire results go to the Head of the School of Computer Science and Engineering, who reads the results and follows up in cases where action is clearly needed.

Previous feedback on SENG3010 has shown that students want a clear marking scheme and appreciate having reference solutions for programming assignments. This feedback has been taken into account for the design of this term's course.