# SE Degree Curriculum Review Working Group Draft Report (Draft 7 October 2021)

## Introduction

The working group's purpose is to look at the area of software engineering and make recommendations to the School of Computer Science and Engineering (CSE) regarding reviewing SE's existing structure and offerings in the light of the changes to the core courses. The working group should as much as possible make recommendations based on evidence from difference perspectives as well as constraints in the university/school.

The composition of the Working Group is:

- Chair: Fethi Rabhi
- CSE members: Jake Renzella
- External members: George Joukhadar (SISTM UNSW), Sherry Xu (Data61)

A number of sub-groups were created to look at particular teaching areas.

## **Process followed**

The process was similar to the process in previous review, get feedback from different perspectives:

- Summarize the recommendations of the different working groups considering software engineering body of knowledge
- Redefining learning objectives: does existing structure supports these objectives ?
- Industry perspective: are we meeting the needs of industry ?
- Research priorities perspective: are we leveraging our research strengths ?
- Alumni/new students perspectives: are we meeting needs of existing students and aspirations of new ones ?
- New developments: are we in line with new developments in the field ?

A draft SE Degree handbook has been prepared, containing proposed degree structure assuming all changes have been carried out. The draft handbook is provided as an attachment to this report.

As a reference, the structure of the degree at the last review in 2016 is illustrated below.



Specializations recommended in 2016 are listed in Appendix B.

### Summary of Sub-groups recommendations

The recommendations are grouped according to Software Engineering Body of Knowledge areas (table of content listed as Appendix A at the end of this document) and which are available for download at <u>Software Engineering Body of Knowledge Version 3 | IEEE</u> <u>Computer Society</u>

Each recommendation is preceded by a number indicating the sub-group it originates from.

- [1] Review of formal methods (Chaired by Carroll Morgan)
- [2] Review of early software lifecycle (Chaired by Fethi Rabhi)
- [3] Review of Software Design (Chaired by Nick Patrikeos)
- [4] Review of Management and Ethics Issues (Chaired by Wayne Wobke)

#### **Formal Methods**

Course Name	Recommendations	SWEBOK Sub-Areas
New course (referred to as X6721), based on existing COMP6721	[1] First course on Formal Methods Practice that will become core for the software engineering degree	1 Software requirements -Requirements process - Requirements elicitation
	[1] Focus on informal but rigorous reasoning. Explicit teaching of propositional- and predicate calculus. Informal rigour for imperative code; informal rigour for data-structure	<ul> <li>Requirements analysis</li> <li>Requirements validation</li> </ul>

	abstraction;	
SENG2011	<ul><li>[1] Focus on automated reasoning using Dafny as well as introducing project-oriented tools.</li><li>[1] showing how to automate some of the informal reasoning introduced in X6721</li></ul>	<ul> <li>9 Software Engineering</li> <li>Models and Methods</li> <li>-Modeling</li> <li>-Types of Models</li> <li>-Analysis of Models</li> </ul>
COMP2111	[1] Introduce the basic and general theoretical formalisation concepts needed as in introduction to more specific and focused CS theory in later years	<ul> <li>9 Software Engineering</li> <li>Models and Methods</li> <li>-Modeling</li> <li>-Types of Models</li> <li>-Analysis of Models</li> </ul>
COMP1511/COMP2521	[1] Integrate a small amount of X6721-style content into COMP1511 and COMP2521 in a way that would make some students better programmers, and the others no worse	<ul> <li>13. Computing</li> <li>Foundations</li> <li>Programming</li> <li>Fundamentals</li> <li>Programming Language</li> <li>Basics</li> <li>Data Structure and</li> <li>Representation</li> </ul>
New (for 1 <sup>st</sup> year)	[1] As an alternative to the above, introduction of an extra core course to relieve some of the pressure on COMP1511 and COMP2521 Data structures and algorithms", which could then allow better integration between informal methods and first- year students	

## Early Phases in Software Cycle

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Course Name	Recommendations	SWEBOK Sub-Areas
DESN2000	[2] Keep main focus of the course on	1 Software requirements
(new course	User-Centred design, design thinking and	-Requirements process
introduced in	Requirements Engineering (RE) and early	- Requirements elicitation
2020)	stages of software lifecycle. DESN2000 to	- Requirements analysis
	become a course which teaches students to	- Requirements validation
	see software as a product.	
		2 Software Design
		-UI Design
		7. Software Engineering
		Management
		-Review and Evaluation
	[2] Focus on "product management" –	
	which user stories are most important and	

	which features should be developed first –	
	planning sprints at a high level rather than	
	specifics of a project implementation	
	[2] Include the use of a UI design tool like	
	Figma	
	[2] Make COMP151 (Software	
	Engineering Fundamentals) a pre-requisite	
SENG2021	[2] Play down Requirements Engineering,	2 Software Design
	User stories and UI design as these will be	-Software structure and
	part of DESN2000	architecture
		-Software design notation
		13 Computing Foundations
		-Abstraction
		-Basic Concept of a System
		-Database Basics
	[2] Include introduction of a Project	
	Management tool (e.g. Jira) and	
	architecture design, sequence diagrams	
	and data models	
	[4] Project management to be redistributed	
	amongst the SE workshops and	
	DESN2000	
	[3] Make students continue a project	
	started by someone else	
No particular		
course		
identified		

## Software Design and Programming in the Large

Course	Recommendations	SWEBOK Sub-Areas
Name		
COMP1531	OMP1531 [2] Should cover testing fundamentals	<ol> <li>Software requirements</li> <li>Fundamentals</li> <li>Software Design</li> <li>Fundamentals</li> <li>Software Construction</li> <li>Fundamentals</li> <li>Software Testing</li> <li>Fundamentals</li> <li>Software Testing</li> </ol>
		Process -Software Process Definition
		-Software Lifecycles
COMP2511	[2] should cover testing at design level like API testing	2 Software Design -Key issues

		-Structure and Architecture
		-Strategies and Methods
		3. Software Testing
		-Design evaluation
		techniques (not listed)
SENG3011	[2] Include more Project Management	3 Software Construction
SERGSOTT		-Managing Construction
		-Construction Technologies
		-Software Construction
		lools
		7. Software engineering
		management
-		-Software Project Planning
	[2] Include the use of tools to support	
	deployment pipelines	
	[3] Needs more discussion on API	
	integrations in software construction	
	[3] Make students continue a project started	
	by someone else	
	amongst the SE workshops and DESN2000	
No particular	[3] Need for a dedicated course that teaches	
course	Web-Front end programming from a	
identified but	technical perspective building on	
COMP6080	COMPISSI	
and		
COMP4511		
No particular	[3] Software quality and testing is not	
course	adequately covered. There is minimal	
Identified	coverage of benchmarking, software	
	performance	
No particular	[3] In area of DevOps, need to cover these	
course	topics	
identified	-Multi-instance, lambdas	
	-Advanced continuous integration and	
	-Cloud distribution	
	-Software maintenance	
	-Managing dependencies	
	[3] In area of software design and	
	construction, need to cover these topics:	
	-Lack of "Good software design" practices:	

non object-oriented software architecture is	
not covered in depth (e.g. asynchronous	
programming and concurrency), more	
experience and interaction with	
frameworks, while maintaining	
understanding of implementations,	
scalability as a design consideration for	
software (includes use of microservices),	
Hyrum's Law as a principle/consideration	
-Lack of team-code building: reading and	
working with code written by others,	
working with a large codebase, writing code	
as part of a team or organisation	
-	
-Not enough discussion of data persistence	
(trivially covered in COMP1531 & 2511)	
outside of pure database courses	

## **Management and Ethics**

Course Name	Recommendations	SWEBOK Sub-Areas
DESN3000 (new course to	[2] can be about lean canvas	11. Software Engineering
be introduced in 2022)	and creating business plans	Professional Practice
		12. SE Economics
	[4] DESN3000 to replace	
	SENG4920 as core to the SE	
	programme	
	[4] Work with DesignNext	
	to ensure sufficient coverage	
	of ethics in a Software	
	Engineering context to meet	
	accreditation requirements	
	[4] Include ethical design	
	considerations (such as data	
	privacy, algorithmic	
	decision making bias, etc.)	

As a result of the recommendations, the structure of the degree is as shown below (new courses shown in bold):



Most specializations will have only minor changes except for Formal Methods where the changes might be more substantial:



## **Revisiting Learning Objectives**

Comments are invited for possible changes

*SLO 1: demonstrate a solid understanding of the software engineering knowledge and skills, necessary to begin practice as a software engineer* 

SLO 2: ability to appropriately define and apply relevant abstractions from algorithmics, computer science, and mathematics to complex software system development

SLO 3: ability to design and build a system, component, or process to meet desired needs within realistic constraints such as technical, economic, and ethical constraints

SLO 4: ability to think at multiple levels of detail and abstraction encompassing an appreciation for the structure of computer systems and the processes involved in their construction and analysis

SLO 5: ability to think and design software systems from the perspective of the end user and to communicate clearly and effectively with business stakeholders

*SLO 6: have the understanding that software interacts with many different domains and the ability to be able to communicate with, and learn from, practitioners from different domains* 

SLO 7: be knowledgeable about current software engineering practices in the workplace, collaborative software development and management processes and their role in the development of quality software systems

## **APPENDIX A: SWEBOK Areas**

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- 1.3. Functional and Nonfunctional Requirements 1-3
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- 1.5. Quantifiable Requirements 1-3
- 1.6. System Requirements and Software Requirements 1-3
- 2. Requirements Process 1-3
- 2.1. Process Models 1-4
- 2.2. Process Actors 1-4
- 2.3. Process Support and Management 1-4
- 2.4. Process Quality and Improvement 1-4
- 3. Requirements Elicitation 1-5
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- 3.2. Elicitation Techniques 1-6
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- 4.1. Requirements Classification 1-7
- 4.2. Conceptual Modeling 1-8
- 4.3. Architectural Design and Requirements Allocation 1-9
- 4.4. Requirements Negotiation 1-9
- 4.5. Formal Analysis 1-10
- 5. Requirements Specification 1-10
- 5.1. System Definition Document 1-10
- 5.2. System Requirements Specification 1-10
- 5.3. Software Requirements Specification 1-11
- 6. Requirements Validation 1-11

6.2. Prototyping 1-12 6.3. Model Validation 1-12 6.4. Acceptance Tests 1-12 7. Practical Considerations 1-12 7.1. Iterative Nature of the Requirements Process 1-13 7.2. Change Management 1-13 7.3. Requirements Attributes 1-13 7.4. Requirements Tracing 1-14 7.5. Measuring Requirements 1-14 8. Software Requirements Tools 1-14 Chapter 2: Software Design 2-1 1. Software Design Fundamentals 2-2 1.1. General Design Concepts 2-2 1.2. Context of Software Design 2-2 1.3. Software Design Process 2-2 1.4. Software Design Principles 2-3 2. Key Issues in Software Design 2-3 2.1. Concurrency 2-4 2.2. Control and Handling of Events 2-4 2.3. Data Persistence 2-4 2.4. Distribution of Components 2-4 2.5. Error and Exception Handling and Fault Tolerance 2-4 2.6. Interaction and Presentation 2-4 2.7. Security 2-4 3. Software Structure and Architecture 2-4 3.1. Architectural Structures and Viewpoints 2-5 3.2. Architectural Styles 2-5 3.3. Design Patterns 2-5 3.4. Architecture Design Decisions 2-5 3.5. Families of Programs and Frameworks 2-5 4. User Interface Design 2-5 4.1. General User Interface Design Principles 2-6 4.2. User Interface Design Issues 2-6 4.3. The Design of User Interaction Modalities 2-6 4.4. The Design of Information Presentation 2-6 4.5. User Interface Design Process 2-7 4.6. Localization and Internationalization 2-7 4.7. Metaphors and Conceptual Models 2-7 5. Software Design Quality Analysis and Evaluation 2-7 5.1. Quality Attributes 2-7 5.2. Quality Analysis and Evaluation Techniques 2-8 5.3. Measures 2-8 6. Software Design Notations 2-8 6.1. Structural Descriptions (Static View) 2-8 6.2. Behavioral Descriptions (Dynamic View) 2-9 7. Software Design Strategies and Methods 2-10 7.1. General Strategies 2-10 7.2. Function-Oriented (Structured) Design 2-10 7.3. Object-Oriented Design 2-10 7.4. Data Structure-Centered Design 2-10 7.5. Component-Based Design (CBD) 2-10 7.6. Other Methods 2-10 8. Software Design Tools 2-11 **Chapter 3: Software Construction 3-1** 

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- 5. Test Process 4-12
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