Syllabus

Catalog Description

Official Course Syllabus
For additional details including course description, the purpose of the course, student learning objectives, credit hour statement, and content, see the official course syllabus here: Course Syllabus.

Materials
- *Software Engineering: A Practitioner’s Approach*, 9th Edition, By Roger Pressman and Bruce Maxim (Recommended, Not required)
- Discord (either on Web / Windows / Android / Apple); https://discord.gg/vzDEctZnpz

Grading

<table>
<thead>
<tr>
<th>Grade</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Average</td>
<td>≥ 90%</td>
<td>≥ 80%</td>
<td>≥ 70%</td>
<td>≥ 60%</td>
<td></td>
</tr>
<tr>
<td>Assignments</td>
<td>All completed</td>
<td>All completed</td>
<td>≤ 1 incomplete</td>
<td>≤ 2 incomplete</td>
<td></td>
</tr>
<tr>
<td>EPA</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★ ★</td>
<td>★★★</td>
</tr>
</tbody>
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All conditions must be met to earn the designated grade.

- Percent Grades for Exams, Assignments, and Project are computed by \( \frac{\text{total points earned}}{\text{total possible points}} \)
- The Final Course Grade uses 40% for Exams and Projects and 20% for Assignments. This can be computed using the formula:
  \[ \text{Course Grade} = 0.4 \times \text{Exams} + 0.4 \times \text{Project} + 0.2 \times \text{Assignments} \]
- Assignments may be turned in late until the beginning of dead week to avoid receiving an incomplete. However, the points earned will be subject to the late assignment policy.
- EPA (Effort, Participation, and Altruism): This is a score from 1 to 4 stars and is kept internally. Many factors go into this, such as attendance, answering questions (correctly or incorrectly), engagement in Discord, peer assessment, self-assessment, etc. You will have an opportunity to provide your feedback during our group and self-review near the near of the semester.
**Course Requirements**

**Micro-Exams**
Periodic exams will be given. Exams will be approximately 30-40 minutes in length. All exam dates are on the course schedule; however, please consider the dates tentative.

**Assignments**
Assignments will be given to reinforce class content. Many assignments will begin as an end-of-class activity to be completed by the next class. Assignments will indicate if they should be completed individually or with a partner. Most of the out-of-class time should be spent on project activities. Thus, once the project beings, assignments will be relatively short and quick to complete.

**Project**
The project is a primary component of this course. We will have several milestones throughout the semester in terms of documentation. Major project components will be conducted in groups of 4-6 people.

**EPA**
*Effort, Participation, and Altruism:* This course is designed to prepare you for the workforce. Part of this is learning how to have a positive impact when working in a team environment. You need to be a reliable and helpful member of the class and your project team.

**Faculty Notification Requests (formerly Absence Notifications)**
The Dean of Students Office will help to notify faculty of a student’s absence for certain parameters. You can go [HERE](#) to learn more about this new process and also submit the form. It is still at the faculty member’s discretion on any missed assignments, tests, etc.

**Ground Rules**

**Academic Integrity**
Individual assignments and exams must reflect your work and your work alone. The problems are designed for you to demonstrate your mastery of the course concepts. For these reasons, no instances of cheating will be tolerated. Violations of academic integrity violations include (but are not limited to):

- Copying from another student and sharing your work with another student
- Copying from an online source such as Chegg, Course Hero, AI, etc.
- Posting materials online

Any violation will be reported to the dean and a grade of 0 on the assignment or exam. Severe instances will earn an automatic F in the course.
Late Assignment Policy
Any assignment turned in after the due date and time may receive a 25% penalty per day for up to 2 days. After 2 days, the assignment automatically receives a grade of 0. You may ask for an extension before an assignment is due if extenuating circumstances occur.

AI Policy
Academic integrity is a core value of this course, and any form of academic dishonesty, including using artificial intelligence (AI) to cheat, will not be tolerated. Cheating with AI includes, but is not limited to, using AI-generated content for exams, using AI chatbots to communicate with others during exams, or using AI tools to generate responses to exam questions. Any student caught engaging in academic dishonesty using AI will face serious consequences, including but not limited to, failing the course and being reported to the appropriate academic authorities.

University Required Items

Student Learning Outcomes
This course will provide students an opportunity to do the following:

1. Identify software development problems that provided the impetus for the start of software engineering.
2. Demonstrate an understanding of the different perspectives from which software is considered by users, clients, and commercial and in-house developers.
3. Describe the importance of software maintenance, and the nature of the software life cycle.
4. Describe the various software process models that have been used for software development and gain familiarity with important software development methodologies.
5. Work in a disciplined software development team demonstrating the use of COCOMO, function points, and other methods to estimate the size of a development effort.
6. Produce important artifacts of software development other than code.
7. Demonstrate an understanding of the role of software quality assurance and practice non-execution based testing.
8. Develop a prototype as a means of requirements validation.
9. Derive and use metrics for software development.
10. Use state-of-the-practice software estimation techniques.

Program Learning Outcomes
Program learning outcomes define the knowledge, skills, and abilities students are expected to demonstrate upon completion of an academic program. These learning outcomes are regularly assessed to determine student learning and to evaluate overall program effectiveness.
• Students majoring in the Department of Computer Science may access program learning outcomes at http://www.sfasu.edu/academics/colleges/sciences-math/computer-science/about/accreditations

Computer Laboratory Usage
Students utilizing equipment in university computing laboratories are expected to read and abide by all posted policies for the laboratories. Please note that no children and no pets are permitted in university computing laboratories.

Software Policy
Disciplinary action will be taken against individuals who perform unauthorized duplication of software or who are involved in the unauthorized use of duplicated software. Such action may make it impossible for you to successfully complete this course.

Drop Policy
The official university add/drop policy is located at http://www.sfasu.edu/policies/course-add-drop_6.10.pdf. If you have questions concerning registration, add/drop, or the withdrawal process, contact the Registrar at (936) 468-2501 or E-mail: REGISTRAR@SFASU.EDU. The Registrar is located on the 2nd floor of the Rusk building.

Academic Integrity
The Code of Student Conduct and Academic Integrity outlines the prohibited conduct by any student enrolled in a course at SFA. It is the responsibility of all members of all faculty, staff, and students to adhere to and uphold this policy.

Articles IV, VI, and VII of the new Code of Student Conduct and Academic Integrity outline the violations and procedures concerning academic conduct, including cheating, plagiarism, collusion, and misrepresentation. Cheating includes, but is not limited to: (1) Copying from the test paper (or other assignment) of another student, (2) Possession and/or use during a test of materials that are not authorized by the person giving the test, (3) Using, obtaining, or attempting to obtain by any means the whole or any part of a non-administered test, test key, homework solution, or computer program, or using a test that has been administered in prior classes or semesters without permission of the Faculty member, (4) Substituting for another person, or permitting another person to substitute for one’s self, to take a test, (5) Falsifying research data, laboratory reports, and/or other records or academic work offered for credit, (6) Using any sort of unauthorized resources or technology in completion of educational activities.

Plagiarism is the appropriation of material that is attributable in whole or in part to another source or the use of one’s own previous work in another context without citing that it was used previously, without any indication of the original source, including words, ideas, illustrations, structure, computer code, and other expression or media, and presenting that material as one’s own academic work being offered for credit or in conjunction with a program course or degree requirements.
Collusion is the unauthorized collaboration with another person in preparing academic assignments offered for credit or collaboration with another person to commit a violation of any provision of the rules on academic dishonesty, including disclosing and/or distributing the contents of an exam.

Misrepresentation is providing false grades or résumés; providing false or misleading information in an effort to receive a postponement or an extension on a test, quiz, or other assignment for the purpose of obtaining an academic or financial benefit for oneself or another individual or to injure another student academically or financially.

**Withheld Grades Semester Grades Policy (A-54)**
Ordinarily, at the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future terms the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

**Acceptable Student Behavior**
Classroom behavior should not interfere with the instructor’s ability to conduct the class or the ability of other students to learn from the instructional program (see the Student Conduct Code, policy D-34.1). Unacceptable or disruptive behavior will not be tolerated. Students who disrupt the learning environment may be asked to leave class and may be subject to judicial, academic, or other penalties. This prohibition applies to all instructional forums, including electronic, classroom, labs, discussion groups, field trips, etc. The instructor shall have full discretion over what behavior is appropriate/inappropriate in the classroom. Students who do not attend class regularly or who perform poorly on class projects/exams may be referred to the Early Alert Program. This program provides students with recommendations for resources or other assistance that is available to help SFA students succeed.

**Mental Health**
SFASU values students’ mental health and the role it plays in academic and overall student success. SFA provides a variety of resources to support student mental health and wellness. Many of these resources are free, and all of them are confidential.

**On-campus Resources:**
SFASU Counseling Services
www.sfasu.edu/counselingservices
3rd Floor Rusk Building
936-468-2401

**SFASU Human Services Counseling Clinic**
www.sfasu.edu/humanservices/139.asp
Human Services Room 202
936-468-1041
Crisis Resources:
Burke 24-hour crisis line 1 (800) 392-8343
Suicide Prevention Lifeline 1 (800) 273-TALK (8255)
Crisis Text Line: Text HELLO to 741-741

Asynchronous Minutes
The students are required to devote 150 minutes outside the instructional hours, where you will be asked to conduct independent study based on online resources (not covered in class) related to the course, and the material will be asked in the HW assignments(s), labs, or exams.