

<div data-bbox="1265 331 1299 640" data-label="Section-Header"> <h2>SE 2A04 Fall 2001</h2> </div> <div data-bbox="1170 315 1211 663" data-label="Section-Header"> <h1>Course Outline</h1> </div> <div data-bbox="1079 235 1105 739" data-label="Text"> <p>Instructors: W. M. Farmer, D. L. Parnas</p> </div> <div data-bbox="1010 319 1036 655" data-label="Text"> <p>Revised: 5 September 2001</p> </div> <div data-bbox="821 795 839 806" data-label="Text"> <p>1</p> </div>	<div data-bbox="1425 1119 1459 1320" data-label="Section-Header"> <h2>Work Plan</h2> </div> <div data-bbox="979 1140 1362 1677" data-label="List-Group"> <ul style="list-style-type: none"> <li>• Lectures (see schedule in course outline)</li> <li>• A lab exercise every two weeks <ul style="list-style-type: none"> <li>– Done individually</li> <li>– All programs will be written in Oberon</li> </ul> </li> <li>• 2 surprise quizzes done in class</li> <li>• 2 midterm tests done in class</li> <li>• Final exam</li> </ul> </div> <div data-bbox="821 1797 839 1808" data-label="Text"> <p>3</p> </div>
<div data-bbox="662 119 696 258" data-label="Section-Header"> <h2>Mission</h2> </div> <div data-bbox="191 128 597 856" data-label="List-Group"> <ol style="list-style-type: none"> <li>1. Understand the professional responsibilities of software engineers.</li> <li>2. Understand the role of precise specifications in software development.</li> <li>3. Learn how to read and use specifications in program design, implementation, testing, and inspection.</li> <li>4. Learn the basic principles of software design with emphasis on programs that are sequential, terminating, and composed of modules.</li> </ol> </div> <div data-bbox="58 795 76 806" data-label="Text"> <p>2</p> </div>	<div data-bbox="662 1119 696 1226" data-label="Section-Header"> <h2>Texts</h2> </div> <div data-bbox="295 1129 597 1862" data-label="List-Group"> <ol style="list-style-type: none"> <li>1. <b>Required:</b> F. P. Brooks, Jr., <i>The Mythical Man-Month</i>, Addison Wesley, 1995.</li> <li>2. <b>Optional:</b> E. Nikitin, <i>Into the Realm of Oberon</i>, Springer-Verlag, 1998.</li> <li>3. <b>Optional:</b> D. M. Hoffman and D. M. Weiss, <i>Software Fundamentals: Collected Papers by David L. Parnas</i>, Addison Wesley, 2001.</li> </ol> </div> <div data-bbox="58 1797 76 1808" data-label="Text"> <p>4</p> </div>

## Mechanics

- Course web site:  
<http://www.cas.mcmaster.ca/~wmfarmer/SE-2A04-01/>
- Teaching assistants
  - Three graduate students and two undergraduate students
  - Provide assistance with lab exercises and programming in Oberon
  - Mark lab exercises
- Each student is required to keep a log

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## Selected Policy Statements

1. We would appreciate your suggestions on how we can improve our teaching methods.
2. Significant study and reading outside of class is required.
3. Regular class attendance is expected.
4. You are urged to ask questions during class.
5. You are welcome to discuss lab exercises with other students, but all such interactions must be recorded in your log.
6. Your final program must be your own.
7. Lab exercises may not be turned in late and midterm tests may not be taken later without **prior** approval from the instructor.

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## Grading

Lab exercises (6)	30%
Surprise quizzes (2)	10%
Midterm tests (2)	20%
Final exam	40%
<b>Total</b>	<b>100%</b>

- If you are not present in class when a surprise quiz is given, you will receive a 0.
- A student who fails the midterm tests and final exam automatically fails the course.

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## Lab Sessions

- Two parts:  
    Tutorial part: Friday 14:30–16:00 BSB 304  
    Lab part: Friday 16:00–17:20 ITC 235, 236
- Magnetic keys
- Account names
- Printing
- Off-campus access

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