

Syllabus for APC 460 Software Engineering Practices

NOTE: This syllabus document contains the basic information of this course. The most current syllabus is available in the full course.

Course Description

This course covers basic software development methodologies and tools. Methodologies include the waterfall, iterative, and agile approaches. Tools include integrated development environments (IDEs), unified modeling language (UML), and testing frameworks. Other topics include requirement analysis, object-oriented analysis, test-driven development, and design patterns. Students will work on a team software project.

Prerequisite(s)

- APC 370: Systems Analysis and Design
- APC 390: Object Oriented Programming

Course Outcomes

Upon completing this course, you will be able to do the following:

- Demonstrate understanding the basic methodologies of software development.
- Design, implement and analyze programs using multithreading, design patterns, and unit testing.
- Discuss pros and cons of using specific design pattern.
- Demonstrate the ability to develop software as part of a team.
- Use tools that enable software developers to work as a team.

Course Requirements/Components

- Quizzes
- Individual Assignments
- Project Assignments

Grading

The following grading scale will be used to evaluate all course requirements and to determine your final grade:

Grade	Percentage Range
A	90% - 100%
B	80% - 89%
C	70% - 79%
D	60% - 69%
F	0% - 59%

Evaluation Methods	Percentage of final grade
Quizzes	30%
Individual Assignments	30%
Project Assignments	40%