Software Engineering

Instructor
Eduardo A. Rodríguez Tello, PhD
Information Technology Lab
Cinvestav-Tamaulipas
ertello@tamps.cinvestav.mx

Course objectives

- The main goals of this Software Engineering course are:
  - To help students to develop skills that will enable them to construct software of high quality, that is software that is reliable, and reasonably easy to understand, modify and maintain
  - To promote an understanding of why these skills are important
- This is a 32 hours course (8 days), organized as follows:
  - Theory: 50%
  - Practice: 50%

Course schedule

Day	Topics
1	Introduction to Software Engineering
2	Software processes
3	Modeling with UML
4	Requirements engineering
5	Analysis & design
6	Development
7	Verification and validation
8	Product metrics for software

Bibliography

- Roger S. Pressman. *Software Engineering: A Practitioner's Approach*, 2004, 6th edition, McGraw-Hill.
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- Kent Beck. *Extreme Programming Explained: Embrace Change*, 2000, Addison-Wesley.
- Bernd Bruegge and Allen H. Dutoit. *Object-Oriented Software Engineering: Using UML, Patterns and Java*, 2003, 2nd edition, Prentice Hall.
- http://www.tamps.cinvestav.mx/~ertello/svam/libSWE.tar.gz
- http://www.tamps.cinvestav.mx/~ertello/svam/cartoonCS.tar.gz