CSE437S Software Engineering Workshop
Eads 016 Tuesdays 5:30 - 8:30 pm
Professors: Michael Plezbert (plezbert@wustl.edu)
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Course Description:
An introduction and exploration of concepts and issues related to large-scale software systems development. Areas of exploration include technical complexities, organization issues, and communication techniques for large-scale development. Students participate through teams emulating industrial development. The projects cover the principal system development life-cycle phases from requirements analysis, to software design, and to final implementation. Issues relating to real-time control systems, human factors, reliability, performance, operating costs, maintainability and others are addressed and resolved in a reasonable manner.
Prerequisite: Junior or Senior standing.

You Need to Know That:
- This is a project-based class with a minor lecture component.
- You need to attend class weekly.
- Our goal is to give you experience towards becoming industry professionals.
- Collaboration is encouraged, but all sources must be cited.

Grading
- Assignments -- 20%
  - Assignment 1: 3%
  - Assignment 2: 7%
  - Assignment 3: 10%
- Presentations -- 20%
  - Elevator Pitch 3%
  - Final Design 7%
  - Final Presentation 10%
- Final Project -- 60%

Note* We reserve the right to weight grades according to the positive semester long trend of those who attend class and according to the negative semester long trend of those who do not.

Office Hours

Eads 016 8:30pm to 9:30pm Tuesdays

By email request, and directly after class. Unfortunately, due to our daily schedules, holding regular office hours is difficult. If you send us an email, we will get you answers to your questions, and if need be, arrange meetings.
Grading Scale
A – Fantastic
B – Very Good
C – A Weak Effort
D – Consistently Poor Performance
F – Failing

Policies

Disabilities: Students with disabilities or suspected disabilities are strongly encouraged to both bring any additional considerations to the attention of the instructor and make full use of the University’s Disability Resource (http://cornerstone.wustl.edu/disability-resources/).

Late Work: Assignments will not be accepted past their due date. Presentations will not be postponed except in the case of illness by greater than 50% of presenters. Missed final project deadlines cannot be made up.

You are responsible for sticking to your own development schedule. Unfinished final projects will be handled on a case by case basis.

Assignments: Assignments and most other items to be turned in will be completed in groups. Groups may talk and transfer knowledge, but no code may be shared. Any plagiarized, uncited code is subject to the Academic Integrity Policy. See below.

Presentations: Presentations will be graded based off of your preparation and depth of knowledge. We get that not everyone is a great speaker, but we do request that each member of the group present in at least one of the three presentations throughout the semester.

Final Project: The final project will span the final two thirds of the semester. You will be placed into a group at the discretion of the professor. Further information about the individual deadlines and assignments within will be released with the introduction of the project.

Academic Integrity: Any violations of the University’s academic integrity policy will result removal from this class with a failing grade. Further action is at the discretion of the professor.

Getting Help

Reach out to us anytime. We want to see each of you succeed. If you feel that your group is getting behind, or if the class is too much, come to us and we will create a plan to get back on track.

We want to help you. Don’t wait until there are two weeks left, and you haven’t even begun coding. Come to us early and often. We are here because we love working with students, and because we love teaching. We want to help you.
Calendar

8/28
Title: Introduction to Team Programming, Organization and Design
In Class: Lecture ⅓, Assignment ⅔
cAssignment: Assignment 1

9/4
Title: Architecture and Requirements, and Minimum Viable Product
In Class: Lecture ⅓, Assignment ⅔
dDue: Assignment 1
Assignment: Assignment 2

9/11
Title: Legacy Code
In Class: Lecture ⅓, Assignment ⅔
dDue: Assignment 2
Assignment: Assignment 3

9/18
Title: Introducing the Final Project, How to Function in a Team, and Elevator Pitches
In Class: Lecture ½, Assignment ½
dDue: Nothing
Assignment: Proposal

9/25
Title: Programming Tactics at Large Technology Firms / Agile versus Waterfall
In Class: Lecture ½, Meeting with groups individually ⅔
dDue: Assignment 3, Proposal, Progress Report 1
Assignment: Final Project

10/2 – 12/4 Final Project

12/5 – 12/8
Title: Presentations
In Class: Presentations
dDue: Presentations

12/10 -12/19 Reading Week and Exams