

San José State University
Computer Science Department
CS 160, Software Engineering, Section 4, Fall 2022

Course and Contact Information

Instructor:	Jahan Ghofraniha
Office Location:	Eng 281
Email:	jahan.ghofraniha@sjsu.edu
Office Hours:	M-W 10:30 – 11:15 am, through zoom by appointment Zoom link: <hr/>
Class Days/Time:	M-W 3:00 – 4:15 pm
Classroom:	DH 351
Prerequisites:	CS146, CS151 (with a grade of "C-" or better of "C
Course Format	in-person

Course Description

Software engineering principles, software process and process models, requirements elicitation and analysis, design, configuration management, quality control, project planning, social and ethical issues. Required team-based software development, including written requirements specification and design documentation, oral presentation, and tool use.

Other Readings

Other readings will be occasionally assigned from articles and journals. The links will be provided on Canvas.

Course Requirements and Assignments

All students who need to add this class are required to bring the evidence for the pre-requisites in the first week

Week	Topics, Readings, Assignments, Deadlines
11	Microservices architecture (chapter 6)
	Team-work session + professor participation in team discussion and evaluation, project update uploaded to Canvas
12	Team-work session + professor participation in team discussion and evaluation, project update uploaded to Canvas
	Microservices architecture (chapter 6)
13	Software testing
	Team-work session + professor participation in team discussion and evaluation, project update uploaded to Canvas
14	Team-work session + professor participation in team discussion and evaluation, project update uploaded to Canvas
	DevOps and Code Management Chapter 10
15	Team-work session + professor participation in team discussion and evaluation, project update uploaded to Canvas
	Final project presentations
16	Final project presentations
	Final project presentations
Final Project Report Final Exam	Final project report and presentation slide due date to be uploaded to Canvas.