

**San José State University**  
**Computer Science Department**  
**CS160, Software Engineering, Section 2,**

8. CLO 8 – Produce the necessary documents for different steps of the development process.
9. CLO 9 – Perform design, development, and QA for a sizable team project.

### **Textbook**

Facts and Fallacies of Software Engineering; Robert L. Glass (ISBN 0-321-11742-5)

Engineering Software Products: An Introduction to Modern Software Engineering (1st Edition); Sommerville (ISBN-13: 978-0135210642)

### **Other Readings [Optional]**

Provided by instructor

### **Other equipment / material requirements (include if applicable)**

None

### **Course Requirements and Assignments**

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details are available at [www.sjsu.edu/academic/assess/assessment/assessment.html](http://www.sjsu.edu/academic/assess/assessment/assessment.html)

## Classroom Protocol

There will be no lecture notes given out. It is your best interests to attend class and take good notes. You must turn off any cell phone ringer at the beginning of each class!

## University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>"

## CS160, Software Engineering, Section 2, Spring 2020, Course Schedule (subject to change)

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Event	Date	Class Time	Topics, Readings, Assignments, Deadlines
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