Course Title	Software Engineering I					
Course Code	CSE325					
Course Type	Compulsory					
Level	Bachelor (1 st Cycle)					
Year / Semester	3 rd Year/6 th Semester					
Teacher's Name	ТВА					
ECTS	6	Lectures / wee	ek	3 hours / 14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	The material is designed to support a first part of a course in software engineering of an applied program. A student's first task is to gain a sense of the underlying process of the issues involved in the analysis of a system, the identification of the problem areas and the development of alternative solutions. A key objective of this course is the production of the Software Requirements Specification document which will be used in a later course as the base of the design and development of a software system.					
Learning Outcomes	 After the completion of this course the student should be able to: Describe the principles of Software Engineering and the main software development process models Plan, schedule and control a software development project Elicit and analyze requirements for a software development project and construct the software requirements specification document State the fundamental concepts of software design Create design model representations of software data, architectures, components and interfaces Construct the software design specification document 					
Prerequisites	CSE230, CSI	E310 F	Requii	red	None	
Course Content	Software Engineering: What is Software Engineering? The need for software engineering. Software characteristics, components and applications. Software reliability, software reuse, Software process models: waterfall model, incremental model, prototyping, RAD model, spiral model, Rational Unified Process, Agile Methodology. Systems concepts, boundaries, environment, inputs, outputs, characteristics of systems. Object-Oriented analysis: Unified Modeling Language. UML diagrams: class/object diagrams, activity diagrams, swimlane diagrams, sequence diagrams, state diagrams. Project Management: Management activities, project planning, project scheduling, Managing					
	teams, the team leader. Task definition, work allocation. PERT diagrams					

Language	English					
Assessment	Final Examination50%Project40%Class Participation and10%Attendance100%					
	APPROACH, McGraw Hill Bruegge, B. and Dutoit, A.H., OBJECT-ORIENTED SOFTWARE ENGINEERING USING UML, PATTERNS AND JAVA, Pearson Prentice Hall					
Bibliography	Sommerville Ian, SOFTWARE ENGINEERING, Addison-Wesley Pressman Roger, S., SOFTWARE ENGINEERING: A PRACTIONERS					
Teaching Methodology	Face – to – face					
	Recent developments and contemporary issues pertaining to the subject- matter of the course.					
	System decomposition, deployment diagrams, hardware/software mapping, object design, reuse concepts, design patterns, object interface design.					
	The Object-Oriented design process					
	Architectural styles: repository style, client-server style, peer-to-peer style, layered style, multi-tier styles, pipes and filters style. Decomposition styles, control styles.					
	Architectural design considerations					
	Coupling, cohesion, layering, partitioning.					
	System design concepts					
	Main elements of the design process: architectural design, component design, data design, algorithm design, interface design.					
	Design in the context of Software Engineering					
	Estimating effort, time and cost. Human, Hardware and Software resources, Software productivity metrics. Cost estimation techniques.					
	Estimation:					
	GANTT diagrams, the Critical Path Method (CPM). Risk management, quality management, configuration management, process improvement activities.					