
	FACULTY OF ENGINEERING COURSE SYLLABUS FORM	Doküman Kodu	MF.FR.004
		Yayın Tarihi	07.09.2024
		Revizyon No	0
		Revizyon Tarihi	0
		Gizlilik Sınıfı	Hizmet içi

SENG 204 – SOFTWARE ENGINEERING				
Course Code	Course Name			Semester
SENG 204	Software Engineering			Fall <input type="checkbox"/> Spring <input checked="" type="checkbox"/> Summer <input type="checkbox"/>
Course Hours			Credit	ECTS
Course Hours	Application	Laboratory	3	6
3	0	0		

Course Details	
Section	Computer Engineering
Course Language	English
Course Level	License <input checked="" type="checkbox"/> Master's <input type="checkbox"/>
Type of Education	Formal Education <input checked="" type="checkbox"/> Remote <input type="checkbox"/> Hybrid <input checked="" type="checkbox"/>
Course Type	Compulsory <input checked="" type="checkbox"/> Elective <input type="checkbox"/>
Course Objective	To teach students; Software Processes, Requirements Engineering, System Modeling, Architectural Design, Design and Implementation, Software Testing, Software Evolution, Agile Software Development testing and review processes.
Course Content	Software Processes, Requirements Engineering, Systems Modeling, Architectural Design, Design and Implementation, Software Testing, Software Evolution, Agile Software Development, Testing and Review.
Course Methods and Techniques	Lecture <input checked="" type="checkbox"/> Question - Answer <input checked="" type="checkbox"/> Presentation <input type="checkbox"/> Discussion <input checked="" type="checkbox"/>
Prerequisites	
Work placement(s)	


Course Resources
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- Software Engineering 10th Edition Ian Sommerville
- Software Engineering: A Practitioner's Approach, 9th Edition, Roger S. Pressman, Bruce R. Maxim, 2020
- Software Engineering Body of Knowledge Guide SWEBOK® Version 3.0

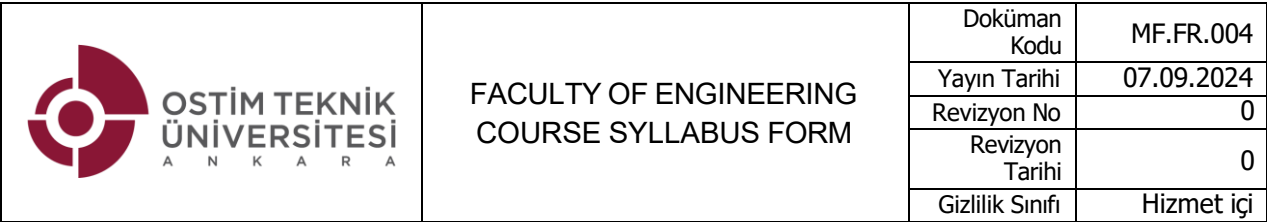
Course Structure				
Mathematics and Basic Sciences	<input type="checkbox"/>		Education Sciences	<input type="checkbox"/>
Engineering Sciences	<input type="checkbox"/>		Science	<input type="checkbox"/>
Engineering Design	<input checked="" type="checkbox"/>		Health	<input type="checkbox"/>
Social Sciences	<input type="checkbox"/>		Profession	<input type="checkbox"/>

Weekly Schedule		
No	Topics	Documents/Notes
1	Introduction to Software Engineering	Software Engineering 10th Edition - Bölüm 1
2	Software processes	Software Engineering 10th Edition - Bölüm 2
3	Agile software development	Software Engineering 10th Edition - Bölüm 3
4	Requirements engineering	Software Engineering 10th Edition - Bölüm 4
5	System modeling	Software Engineering 10th Edition - Bölüm 5
6	Architectural design	Software Engineering 10th Edition - Bölüm 6
7	Design and implementation	Software Engineering 10th Edition - Bölüm 7
8	Midterm Exam	
9	Software testing	Software Engineering 10th Edition - Bölüm 8
10	Software evolution	Software Engineering 10th Edition - Bölüm 9
11	Reliable systems	Software Engineering 10th Edition - Bölüm 10
12	Reliability engineering	Software Engineering 10th Edition - Bölüm 11
13	Safety engineering	Software Engineering 10th Edition - Bölüm 12
14	Resilience engineering	Software Engineering 10th Edition - Bölüm 13
15	Project presentation	
16	General Exam	

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Evaluation Methods and Criteria		
Semester Studies	Quantity	Percentage
Attendance		
Lab		
Practice		
Fieldwork		
Course-Specific Workplace Training		
Quizzes/Studio/Critical		
Homework		
Presentation		
Projects	1	20
Report		
Seminar		
Midterm Exams	1	30
Final Exam	1	50
Total		%100
Contribution of Mid-Term Studies to Success Grade		
Contribution of End-of-Semester Studies to Success Grade		
Total		%100

ECTS/Workload Table			
Activities	Sayı	Süresi (Saat)	Toplam İş Yüğü
Class Hours	3		
Lab			
Practice			
Fieldwork			
Course-Specific Workplace Training			
Out-of-Class Study Time			
Quizzes/Studio/Critical			
Homework			
Presentation / Seminar Preparation			
Projects			
Report			
Midterm Exam and Midterm Exam Preparation			
General Exam and General Exam Preparation			
Total Workload			
Total Workload / 25			
ECTS Credit			



Course Learning Outcomes	
No	Outcome
L1	Be familiar with software principles.
L2	Be able to analyze requirements and create a project plan.
L3	Implementing software processes.
L4	
L5	

Contribution of Course Learning Outcomes to Program Learning Outcomes																
Contribution Level: 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High																
	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	Total
L1																
L2																
L3																
L4																
L5																
Total																

Contribution Level: 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High