

CS 347 Software Development Process Syllabus

The syllabus below describes a recent offering of the course, but it may not be completely up to date. For current details about this course, please contact the course coordinator. Course coordinators are listed on the course listing for undergraduate courses and graduate courses.

Text Books

Required

, , Instructor's notes drawn from several sources cited below.

Recommended

Armando Fox and David Patterson, *Engineering Software as a Service*, 2013

Matt Wynne and Aslak Hellesoy, *The Cucumber Book*, 2012

Eddie Burris, *Programming in the Large with Design Patterns*, 2012

Martin Fowler, *Refactoring*, 2000

James A. Whittaker, *How to Break Software*, 2003

Michael C. Feathers, *Working Effectively with Legacy Code*, 2005

Week-by-Week Schedule

Week	Topics Covered	Reading	Assignments
1	Software Engineering: intro and history		
2	Stages of software development		
3	Software process		
4	Software process		
5	Agile processes		
6	Requirements		
7	Requirements		
8	Design patterns		Project topic and acceptance tests due
9	Design patterns		
10	Refactoring		Iteration 1 due
11	Refactoring		
12	Testing		Iteration 2 due
13	Testing		
14	Legacy code		Iteration 3 due
	Final exam time slot		Project presentation