Overview: The topics covered in this course include requirements and specifications development, documentation of the design (including UML), testing of software implementation, usability testing, and system and user documentation.

Students should gain these skills by the end of the course:
1. Elicit and document requirements for a software project.
2. Use UML for design, such as use cases and class diagrams.
3. Conduct testing, such as validation, integration, and unit testing.
4. Conduct usability testing, such as heuristic evaluations.
5. Participate in peer reviews such as code inspections.
6. Communicate software product and process results in oral and written form.


Prerequisites: CSCE 2110.

Course grading

Late assignments are accepted at the rate of -20% credit for each day late unless accompanied by a university approved medical excuse. No make-up quizzes will be given if you are more than 10 minutes late to class.

Cheating will result in failure in the course. Please reference the UNT academic integrity policy for more information on cheating. We emphasize that individual work such as homework...
assignments and pop quizzes must be done on your own and that cheating will result in failure of the course. Do not discuss solutions or share copies of individual work.

The grading breakdown of the final course grade is as follows:

<table>
<thead>
<tr>
<th>Assignment Type</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pop Quizzes</td>
<td>40</td>
</tr>
<tr>
<td>Group Projects (Grades scaled by peer evaluations of individual performance)</td>
<td>50</td>
</tr>
<tr>
<td>Individual assignments</td>
<td>10</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100%</strong></td>
</tr>
</tbody>
</table>

The following scale will be used to translate to letter grades:

- A >= 90%
- B >= 80%
- C >= 70%,
- D >= 60%,
- F < 60%

A picture ID is required by all students taking pop quizzes. No make-up assignments or quizzes will be given, except in the case that a student has a university approved medical excuse. Group project grades will be scaled for individual team members based on peer evaluations, so be sure to always speak up to volunteer and help your team as much as possible. It is not an acceptable excuse to say that your team did not give you enough work because I expect you to speak up and volunteer if you are not contributing your fair share! If you have a problem that you are not able to work out with your team, please contact me to mediate prior to project submission.

**Late policy:** 20% of the grade for an assignment will be subtracted from your score for every day that it is late. Missed quizzes cannot be made up unless you have a university approved medical excuse.

**Attendance:** Attendance and class participation are strongly encouraged so plan to attend regularly. Students are responsible for any material and announcements covered in class.

**Grading Questions:** If you believe that there is a mistake in the grading on one of your assignments, quizzes, or projects, you must bring these inquiries to the professor within one week of when the graded work is returned in class. After this grace period, it is too late.

**Disabilities:** We are happy to make accommodations to students that have documentation of their needs from the UNT Disability Services.