ENGR 1110, Introduction to (Software) Engineering

Credit hours: 2 lecture  
Contact hours: 1 lecture, 3 lab

Catalog Description: Introduction to engineering design, engineering teams, graphical presentation, technical writing, oral presentation.

Prerequisites: None  
Corequisites: None

Required Course (CSCI, SWEN, WIRS)

Instructor or Course Coordinator: Dr. Dean Hendrix

Required Textbook  
Michael Kolling, Introduction to Programming with Greenfoot, 2016

Course Outcomes
The student will be able to
• Provide an introduction to engineering design and teams with reinforcement through the completion of a team project.  
• Provide instruction and opportunities for experience in engineering communication.  
• Introduce issues related to the professional practice of engineering.  
• The Software Engineering sections are designed specifically to give an engineering overview of software production and provide initial engineering computer skills.

Topics Covered
• Overview of engineering and software engineering (1 hour)  
• Teamwork (1 hour)  
• Overview of engineering process (1 hour)  
• Requirements, Use Cases, Storyboarding (2 hours)  
• Design and implementation (5 hours)  
• Testing, V&V (1 hour)  
• Professional Communication (1 hour)  
• Legal Issues (1 hour)  
• Ethics (1 hour)  
• Exams (1 hour)

Course Requirements
• Homework assignments (40%)  
• Project (45%)  
• Exams (15%)

Syllabus prepared: Spring 2016