CS 370: Software Engineering
Course Overview

DR. MICHAEL J. REALE
FALL 2015
Course Information

- Class Times and Location:
  - Tuesday and Thursday
  - 10 AM to 11:50 AM
  - Kunsela Hall C212
- We have TWO required textbooks:
  - “Code Complete: A Practical Handbook of Software Construction”
    by Steve McConnell
    Microsoft Press, 2nd edition, 2004
    ISBN-10: 0735619670
  - “Balancing Agility and Discipline: A Guide for the Perplexed”
    by Barry Boehm and Richard Turner
    Addison-Wesley/Pearson Education, 1st edition, 2003
    ISBN-10: 0321186125
Course Website


Assignments, additional reading, class agendas, and useful links/information will be posted to the class website as we progress, so be sure to check it frequently!
Instructor Information

- **Name:** Dr. Michael J. Reale  
  - *Please address me as:*  
  - Dr. Reale, Prof. Reale, Doctor, or Professor

- **Office and Office Hours:**  
  - Kunsela Hall C224  
  - After class, by appointment, OR between 12:30pm and 3:30pm on Mondays and Wednesdays and *most* Tuesdays between 12:30pm and 2:30pm

- **Email:** realemj@sunyit.edu
- **Phone:** 315-792-7227
- **If you have questions/problems/concerns about the course and the material therein, PLEASE LET ME KNOW!**
Programming and the Final Project

- For your final project, you will be making an Android application/game
- Why?
  - App development skills are highly prized now
  - Android studio can run on Windows, Linux, or Mac
  - Your app can be tested on an emulator if you do not have an Android device
  - Largely Java programming (which you have doubtless all had experience with at some point)
  - Free (I’m looking at you, Apple)
  - Good example of a medium-scale software project
- Android Studio is recommended, but if you really want to, you can use other IDEs (Eclipse, etc.)
Academic Honesty

- For non-group assignments, your work in this course (including your homework, programs, code, assignments, projects, documentation, quizzes, and exams) should be yours and yours alone.

- You shall not plagiarize, copy, buy, or steal any of the above in any form from anyone else and submit it as your own work.

- You shall not cheat in any way, shape, or form on any exams, quizzes, assignments, projects, or homework in this (or indeed any other) course.

- Although you will work in a group project where code may be shared, claiming that you are responsible for code you didn’t write will incur severe penalties on your individual grade (up to and including failing the course altogether).

- Code used from OUTSIDE your team will result in a failing grade for the course, possibly for all team members. Cheating shall be suspected if your work is effectively identical to the work of another, if your answers are stylistically inconsistent, and/or if you are unable to explain the work you submitted.

- Various penalties for academic dishonesty and violations of the SUNYIT Academic Integrity Policy apply. Evidence of cheating will result in a failing course grade.

- Students are also responsible for taking reasonable precautions to prevent copying or dissemination of their assignments.

See the student handbook for more information.
TO THE SYLLABUS!!!
Assignment 0

- Go install Android Studio + SDK:

- Go install Git:
  - https://git-scm.com/downloads
  - Also consider getting a GUI client, like SourceTree: https://www.sourcetreeapp.com/

- Create a Bitbucket account (do NOT create a repository yet):
  - https://bitbucket.org/

- If you run into problems, let me know ASAP.