

**COMP 7081/8081 Software Development – Fall 2011**  
**Dr. Linda Sherrell**

**Contact Information:**

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**Office Hours:**

Monday	Tuesday	Wednesday	Thursday	Friday
9:00-11:00 AM 2:30 – 4:00 PM	9:30-10:30 AM 4:15 – 5:15 PM	2:30-4:00 PM	9:30-10:30 AM 4:15-5:15 PM	8:30 – 10:30 AM
<i>Also by Appointment</i>				

**Course Description:**

**COMP 7081-8081. Software Development Process Models. (3).** Development processes; maturity models; process improvement, metrics (process and product), estimation, management, maintenance; quality assurance; personal and team software process models. **PREREQUISITE:** COMP 7012, or permission of instructor.

**Why this course?**

Different software projects require different software development methodologies. This course provides the student with an understanding of both the traditional (Waterfall) and newer plan-driven process models (Unified Process), as well as agile software development methodologies, which are more customer-oriented and appropriate for projects with rapidly changing requirements. Students learn popular agile methods (i.e., eXtreme Programming and Scrum) used in industry, and develop software projects using agile practices including user stories, test-first development and pair programming. In addition, the course provides an introduction to the CMMI, Personal Software Process (PSP) and Team Software Process (TSP). Upon completion of the course, students should be able to select the appropriate software development paradigm for any software development project.

**Resources:**

**Required Texts:**

- *Extreme Software Engineering: A Hands-On Approach*, by Daniel H. Steinberg and Daniel W. Palmer, Pearson Prentice Hall, 2004.

- *Agile Software Development with Scrum*, by Ken Schwaber and Mike Beedle, Prentice Hall, 2002.
- *Balancing Agility and Discipline: A Guide for the Perplexed*, by Barry Boehm and Richard Turner, Addison Wesley, 2004.

**References:**

- *Agile Project Management with Scrum* , by Ken Schwaber, Microsoft Press, 2004.
- Additional references may be provided in class.

**Evaluation:**

**Final Grades:**

Presentations and Participation	10%
Two tests	30%
Final Team Project	60%

**Team Project:**

- 10% Individual performance (includes peer evaluation + instructor evaluation)
- 20% Iterations
- 30% Final Product

**Grading Scale:**

<b>A+</b>	95 - 100	<b>B+</b>	80 – 84	<b>C+</b>	68 – 69	<b>D+</b>	58 - 59
<b>A</b>	90 - 94	<b>B</b>	75 – 79	<b>C</b>	65 - 67	<b>D</b>	55 - 58
<b>A-</b>	85 - 89	<b>B-</b>	70 – 74	<b>C-</b>	60 - 64	<b>F</b>	54 - 0

**Course Policies:**

**Attendance:**

Students are expected to attend class and participate in classroom discussions. If it is absolutely necessary for a student to miss class, it is recommended that the student obtain the lecture notes from another student.

**Late Policy:**

You are expected to complete work *on schedule* as deadlines are a part of the real world. Work is not accepted late unless prior arrangements are made with the instructor.

**Testing Policy:**

Makeups are not administered late except under extreme circumstances.

If you feel that your circumstances warrant a late submission or a makeup test, get in touch with me as soon as possible. Be prepared to show some kind of documented proof of your situation.

**Plagiarism/Cheating Policy:**

*Plagiarism or cheating* behavior in any form is unethical and detrimental to proper education and ***will not be tolerated***. All work submitted by a student (projects, programming assignments, lab assignments, quizzes, tests, etc.) is expected to be a student's own work. The plagiarism is incurred when any part of anybody else's work is passed as your own (no proper credit is listed to the sources in your own work) so the reader is led to believe it is therefore your own effort. Students are allowed and encouraged to discuss with each other and look up resources in the literature (including the internet) on their assignments, but ***appropriate references must be included for the materials consulted***, and appropriate citations made when the material is taken verbatim.

If plagiarism or cheating occurs, the student will receive a failing grade on the assignment and (at the instructor's discretion) a failing grade in the course. The course instructor may also decide to forward the incident to the University Judicial Affairs Office for further disciplinary action. For further information on U of M code of student conduct and academic discipline procedures, please refer to:

<http://www.people.memphis.edu/~jaffairs/>