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**Course Delivery Plan**

**Department of Computer Science and Engineering**

**Semester: Summer, 2020
 Level 1, Term 3**

**Course Code: CSE 136**

**Credit Hours: 1**

**Course Title: Software Project I**

# Course Intended Learning Outcomes:

1. Develop Programming Common sense and coding etiquette
2. Enhance problem solving capability
3. Develop Project management skills
4. Investigating real life problems and finding all the possible solutions from a computer science perspective.
5. Team formation
6. Develop the team working capability
7. Apply and utilize the programming knowledge in daily life

# Course Plan:

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| **Week No.** | **Topics** | **Expected Learning Outcomes** | **Slides** |
| **1** | Introduction to Software Project, Program execution, difference between IDE and Compiler, Programming from scratch  | 1. Get the idea of the course
2. Have real life knowledge of program execution and the main difference between IDE and compiler
3. Learn how to run a program without using any IDE
 | Available |
| **2—4**  | Programming and Problem-Solving common sense, Building the base, C review | 1. Learn how programming, problem solving and programming language works parallel
2. Learn how to solve real life problem using computer
3. Gain the philosophy of programming
 | N/A |
| **5—6** | Significance of Data Structures, Data structures in C, Data Structures in other programming languages | 1. Learn the purpose for data structure in computer programming
2. Get the basic idea about data structures in C and other languages
 | N/A |
| **7** | Team formation, Team works, Team Management philosophy | 1. Student will learn about the importance of teaming
2. Learn the team management philosophy and leadership
3. Learn how to develop a project by multiple members
 |  N/A |
| **8-9** | Problem analysis and Problem domain specification | 1. Analyze the real-life problem
2. Learn how to get a project idea
3. Learn how a software impacts in our life or society
 | N/A |
| **10** | Fundamentals of Software development lifecycles (SDLC) and SDLC models | 1. Fundamental discussion about software development process, lifecycle, iterations, good practices and bad practices
2. Fundamental discussion about popular SDLC models
 | Available |
| **11** | Nature of Software | 1. Student will learn the nature and classifications of software
 | Available |
| **12** | Feasibility Study | 1. Students will learn how to run a proper feasibility study of their project/idea
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# Assessments:

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| **Factor** | **Marks** |
| Class Attendance | 10 |
| Presentation | 10 |
| Class Test | 30 |
| Project/Report/Assignment  | 25 |
| Class Performance | 25 |
| Total | 100 |

# Grading System:

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| **Numerical Grade** | **Letter Grade** | **Grade Point** |
| 80% and above | A+ | 4 |
| 75% to less than 80% | A | 3.75 |
| 70% to less than 75% | A- | 3.5 |
| 65% to less than 70% | B+ | 3.25 |
| 60% to less than 65% | B | 3.0 |
| 55% to less than 60% | B- | 2.75 |
| 50% to less than 55% | C+ | 2.5 |
| 45% to less than 50% | C | 2.25 |
| 40% to less than 45% | D | 2.0 |
| Less than 40% | F | 0.0 |