Cou	Course Description Form					
Course Code and Name	BM314 SOFTWARE ENGINEERING					
Course Semester	6					
Catalog Content	Software Engineering Methods, Software Development Processes, Software Requirements, Software Modelling, Prototyping, Software Design and Representation, User Interface Design, Software Testing, Software Project Management, Software Quality Assurance, Software Process Improvement					
Textbook	Sommerville, I. (2016). Software Engineering (10th ed.). Pearson Education Publications.					
Supplementary Textbooks	Pressman, R.S. & Maxim, B.R. (2015). Software Engineering: A Practioner's Approach (8th ed.). McGraw Hill. Mazzara, M., & Meyer, B. (Eds.). (2017). Present and Ulterior					
	Software Engineering. Springer International Publishing.					
Credit	6					
<b>Prerequisites of the Course</b> ( <i>Attendance Requirements</i> )	Prerequisites course: No Co-requisites: Obligatory course attendance 70%					
Type of the Course	Compulsory					
Instruction Language	Turkish					
Course Objectives	Understanding the process of developing software consisting of requirements and specifications, design, coding, testing and maintenance phases					
	Understanding software engineering techniques, methods, and notations for developing large-scale software throughout the software development process					
Course Learning Outcomes	<ol> <li>Learning the fundamental concepts of software engineering</li> <li>Understanding the concept of software processes and software process models</li> <li>Learning software system requirements, and explaining different ways of expressing software requirements</li> <li>Learning different approaches to software development</li> </ol>					
Instruction Methods	The mode of delivery of this course is Face to face					

Weekly Schedule	<ol> <li>Week Introduction</li> <li>Week Software Engineering Methods</li> <li>Week Software Development Processes</li> <li>Week Software Development Processes</li> <li>Week Software Requirements</li> <li>Week Software Modelling</li> <li>Week Prototyping</li> <li>Week Software Design and Representation</li> <li>Week User Interface Design</li> <li>Week User Interface Design</li> <li>Week Software Testing</li> <li>Week Software Project Management</li> <li>Week Software Quality Assurance</li> <li>Week Software Process Improvement</li> </ol>							
<b>Teaching and Learning Methods</b> (These are examples. Please fill which activities you use in the course)	Weekly theoretical course hours: 3 Designing and implementing materials Report Preparing Preparing a Presentation Presentations Preparation of Midterm and Midterm Exam Final Exam and Preparation for Final Exam							
		Numbers	Total Weighting (%)					
	Midterm Exams	1	30					
	Assignment	0	0					
	Application	0	0					
Assessment Criteria	Projects	1	30					
	Practice	0	0					
	Quiz	0	0					
	Percent of In-term Studies (%)		60					
	Percentage of Final		40					
	Exam to Total Score (%)		<b>├</b> ───┤ │					
	Attendance		-					

		Activity	Total Number of Weeks				P	Peri Wo	Fotal eriod Vork Load	
		Weekly Theoretical Course Hours		3			42			
		Weekly Tutorial Hours		0			0			
	Readi		0	0			0			
		lies	0	0			0			
Workload	Yorkload Material Design and Implementation Report Preparing		1	22			22			
			4	10		40				
Preparing a Presentation	paring a Presentation	1	5			5	5			
		entations	1	1			1	1		
	Prep	term Exam and paration for term Exam	1	15			15			
	Prep	Final Exam and 1 25 Preparation for Final Exam				25				
	Other ( should be emphasized)		0	0			0			
7	Tota	ıl Workload					150	)		
	Tota	al Workload / 25					6			
		Course Credit (ECTS)					6			
	No	Program Outcomes			1	2	3	4	5	
Contribution Level Between Course Learning Outcomes and Program Outcomes	1	1 Sufficient knowledge on mathematics, science and computer engineering; ability to apply theoretical and practical knowledge in these areas to model and solve engineering problems						Х		
	2	Ability to identify, de solve complex engine ability to choose and analysis and modellin purposes	efine, formulate and eering problems; apply appropriate				X			
	3	Ability to design a co process, device, softw product under realisti circumstances to mee requirements; ability design techniques for	ware, algorithm, or tic constraints and et certain v to apply modern						Х	
	4	Ability to choose, dev techniques and tools a engineering application effectively use compu	velop and us necessary fo ons; ability t	e modern r o				х		
	5	Ability to design and or experiments to solv problems, collect and evaluate and analyze solutions	ve engineeri interpret da	ng ta to				Х		
	6	Ability to work effect intradisciplinary and teams or individually	interdiscipli	nary		х				

	7	Ability to efficiently prepare, evaluate and interpret reports				Х
	8	Ability to make presentations and conduct effective verbal and written communication in Turkish and English				Х
	9	Awareness of the necessity of lifelong learning; ability to access information, follow scientific and technological developments; ability to perpetually renew oneself			х	
	10	Awareness of professional and ethical responsibility, ability to act in accordance with ethical principles		Х		
	11	Ability to apply knowledge on project management, risk management and change management				Х
	12	Awareness of entrepreneurship and innovation, ability to design and build sustainable systems		Х		
	13	Ability to devise local and global solutions to contemporary issues considering the effects of engineering applications on health, environment and security		Х		
	14	Awareness of the legal consequences of engineering solutions	Х			
	15	Ability to apply knowledge on software development process and documentation rules				х
	16	Knowledge on standards used in engineering applications		Х		
	17	Awareness of occupational health and security, information security and privacy	Х			
The Course's Lecturer(s) and Contact Information		c. Prof. Dr. Hacer KARACAN acan@gazi.edu.tr	· I			. <b>.</b>