朝陽科技大學 096學年度第1學期教學大綱
Introduction to Software Engineering 軟體工程概論

當期課號	2429	Course Number	2429
授課教師	謝富雄	Instructor	HSIEH,FU SHIUNG
中文課名	軟體工程概論	Course Name	Introduction to Software Engineering
開課單位	資訊工程系(四日)四A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	這門課包含幾個軟體工程與軟體開發的重要內容，主題包括：系統工程、軟體流程、系統模型與統一塑模語言(UML)、物件導向設計、軟體需求與軟體測試。在完成這門課之後，學生將可以學習到下面幾點：1.瞭解軟體工程的原理；2.瞭解軟體開發中不同的階段與模型；3.具有撰寫需求規格的經驗；4.瞭解軟體設計以及快速雛形的概念；5.瞭解大型軟體的維護方式；6.瞭解CASE工具的概念並且運用特定的CASE工具。	Objectives	This course covers the key aspects of software engineering and Development. Topics include: system engineering, software process, system modes and UML, object-oriented design, software requirement, and software testing. On completion of this course, students should be able to perform the following tasks: 1. understanding the principles of software engineering; 2. understanding different development stages/models; 3. understanding and experience in writing requirements and specifications; 4. understanding and experience in designing and rapid prototyping; 5. understanding large scale software maintenance; 6. understanding general CASE tools and experience with particular CASE tools.
教材		Teaching Materials	
成績評量方式	1.Midterm Report: 40% 2.Final Report (Project): 40% 3.Class participation: 20%	Grading	1.Midterm Report: 40% 2.Final Report (Project): 40% 3.Class participation: 20%
教師網頁	http://www.cyut.edu.tw/~fshsieh/		
教學內容	The Course will cover topics in software engineering such as: 1.Software Processes 2.Software Requirement 3.Object-Oriented Design and Reuse 4.System Model and UML (Unified Modeling Language) 5.Software Testing/Quality Assurance 6.Software Maintenance	Syllabus	The Course will cover topics in software engineering such as: 1.Software Processes 2.Software Requirement 3.Object-Oriented Design and Reuse 4.System Model and UML (Unified Modeling Language) 5.Software Testing/Quality Assurance 6.Software Maintenance

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