

COP 3478 – Introduction to Software Engineering

Fall 2026

Instructor

Dr. Emily Carter

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Office: Engineering Building, Room 314

Office Hours:

- Monday: 2:00 PM – 4:00 PM
- Wednesday: 10:00 AM – 12:00 PM
- Or by appointment

Course Information

Meeting Days: Tuesday & Thursday

Time: 11:00 AM – 12:15 PM

Location: Engineering Hall 205

Credit Hours: 3

Course Description

This course introduces students to modern software engineering principles used in professional software development. Topics include software development life cycles, version control, requirements gathering, testing, object-oriented design, documentation, Agile methodologies, and collaborative development using Git.

Students will complete both individual and team programming assignments culminating in a semester-long software project.

Required Materials

- Laptop capable of running Visual Studio Code or Visual Studio
- GitHub account
- Internet access
- No textbook required

Learning Objectives

- Design object-oriented software
- Work effectively using Git and GitHub
- Write maintainable code
- Debug large software projects
- Apply Agile development principles
- Work in development teams
- Produce professional documentation

Grading

Programming Assignments – 35%

Quizzes – 10%

Midterm Exam – 20%

Final Project – 25%

Participation – 10%

Important Dates

Midterm Exam

Date: October 15, 2026

Time: 11:00 AM

Coverage: Modules 1–6

Final Project Presentation

Date: December 3, 2026

Final Exam

Date: December 10, 2026

Time: 10:00 AM

Coverage: Comprehensive

Weekly Schedule

Week 1 — Course Introduction & Git

Week 2 — Software Development Life Cycle

Week 3 — Object-Oriented Design

Week 4 — UML Diagrams

Week 5 — Requirements Engineering

Week 6 — Version Control with Git

Week 7 — Unit Testing

Week 8 — Midterm Review

Week 9 — Agile & Scrum

Week 10 — Design Patterns

Week 11 — Refactoring

Week 12 — Code Reviews

Week 13 — Project Work

Week 14 — Team Presentations

Week 15 — Final Review

Attendance

Attendance is expected. Students are responsible for all material covered during class. More than three unexcused absences may negatively impact the participation grade.

Late Work

Assignments submitted within 24 hours of the deadline receive a 10% deduction. Work submitted after 48 hours will not be accepted unless prior arrangements have been made.

Academic Integrity

Students are expected to complete all work honestly. Unauthorized collaboration, plagiarism, or use of another student's code without permission will be handled according to university academic integrity policies.

AI Usage Policy

Students may use AI tools such as ChatGPT or GitHub Copilot for brainstorming, debugging assistance, and learning concepts. All submitted work must reflect the student's own understanding. Students remain responsible for the accuracy and originality of all submissions.

Communication

Announcements will be posted on Canvas. Students should check Canvas and university email regularly for updates.