SOCIEDAD PERUANA DE COMPUTACIÓN

Panama Tecchnology Universidad (UTP)
School of Computer Science
Sillabus 2023-I

1. COURSE

CS392. Tópicos en Ingeniería de Software (Elective)

2. GENERAL INFORMATION

2.1 Course	:	CS392. Tópicos en Ingeniería de Software
2.2 Semester	:	9^{no} Semestre.
2.3 Credits	:	4
2.4 Horas	:	2 HT; 4 HP;
2.5 Duration of the period	:	16 weeks
2.6 Type of course	:	Elective
2.7 Learning modality	:	Blended
2.8 Prerrequisites	:	CS391. Software Engineering III. (7^{th} Sem) CS391. Software Engineering III. (7^{th} Sem)

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

El desarrollo de software requiere del uso de mejores prácticas de desarrollo, gestión de proyectos de TI, manejo de equipos y uso eficiente y racional de frameworks de aseguramiento de la calidad y de Gobierno de Portfolios, estos elemento son pieza clave y transversal para el éxito del proceso productivo.

Este curso explora el diseño, selección, implementación y gestión de soluciones TI en las Organizaciones. El foco está en las aplicaciones y la infraestructura y su aplicación en el negocio.

5. GOALS

- Entender una variedad de frameworks para el análisis de arquitectura empresarial y la toma de decisiones
- Utilizar técnicas para la evaluación y gestión del riesgo en el portfolio de la empresa
- Evaluar y planificar la integración de tecnologías emergentes
- Entender el papel y el potencial de las TI para a apoyar la gestión de procesos empresariales
- Entender los difentes enfoques para modelar y mejorar los procesos de negocio
- Describir y comprender modelos de aseguramiento de la calidad como marco clave para el éxitos de los proyectos de TI.
- Comprender y aplicar el framework de IT Governance como elemento clave para la gestión del portfolio de aplicaciones Empresariales

6. COMPETENCES

1) Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions. (**Assessment**)

2) Design, implement and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline. (**Assessment**)

3) Communicate effectively in a variety of professional contexts. (**Usage**)

5) Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline. (**Usage**)

6) Apply computer science theory and software development fundamentals to produce computing-based solutions. (**Assessment**)

7) Develop computational technology for the well-being of all, contributing with human formation, scientific, technological and professional skills to solve social problems of our community. (**Assessment**)

7. TOPICS

Unit 1: Software Design (18)	
Competences Expected:	
Topics	**Learning Outcomes**
• System design principles: levels of abstraction (architectural design and detailed design), separation of concerns, information hiding, coupling and cohesion , re-use of standard structures • Design Paradigms such as structured design (top-down functional decomposition), object-oriented analysis and design, event driven design, component-level design, data-structured centered, aspect oriented, function oriented, service oriented • Structural and behavioral models of software designs • Design patterns • Relationships between requirements and designs: transformation of models, design of contracts, invariants • Software architecture concepts and standard architectures (e.g. client-server, n-layer, transform centered, pipes-and-filters) • The use of component desing: component selection, design, adaptation and assembly of components, component and patterns, components and objects (for example, building a GUI using a standar widget set) • Refactoring designs using design patterns • Internal design qualities, and models for them: efficiency and performance, redundacy and fault tolerance, traceability of requeriments • Measurement and analysis of design quality • Tradeoffs between different aspects of quality • Application frameworks • Middleware: the object-oriented paradigm within middleware, object request brokers and marshalling, transaction processing monitors, workflow systems • Principles of secure design and coding – Principle of least privilege – Principle of fail-safe defaults – Principle of psychological acceptability	• Articulate design principles including separation of concerns, information hiding, coupling and cohesion, and encapsulation [Usage] • Use a design paradigm to design a simple software system, and explain how system design principles have been applied in this design [Usage] • Construct models of the design of a simple software system that are appropriate for the paradigm used to design it [Usage] • Within the context of a single design paradigm, describe one or more design patterns that could be applicable to the design of a simple software system [Usage] • For a simple system suitable for a given scenario, discuss and select an appropriate design paradigm [Usage] • Create appropriate models for the structure and behavior of software products from their requirements specifications [Usage] • Explain the relationships between the requirements for a software product and its design, using appropriate models [Usage] • For the design of a simple software system within the context of a single design paradigm, describe the software architecture of that system [Usage] • Given a high-level design, identify the software architecture by differentiating among common software architectures such as 3-tier, pipe-and-filter, and client-server [Usage] • Investigate the impact of software architectures selection on the design of a simple system [Usage] • Apply simple examples of patterns in a software design [Usage] • Describe a form of refactoring and discuss when it may be applicable [Usage] • Select suitable components for use in the design of a software product [Usage] • Explain how suitable components might need to be adapted for use in the design of a software product [Usage] • Design a contract for a typical small software component for use in a given system [Usage] • Discuss and select appropriate software architecture for a simple system suitable for a given scenario [Usage] • Apply models for internal and external qualities in designing software components to achieve an acceptable tradeoff between conflicting quality aspects [Us-

Unit 2: Software Project Management (14)

Competences Expected:

Topics	Learning Outcomes
• Team participation – Team processes including responsabilities for task, meeting structure, and work schedule – Roles and responsabilities in a software team – Team conflict resolution – Risks associated with virtual teams (communication, perception, structure) • Effort estimation (at the personal level) • Risk – The role of risk in the lifecycle – Risk categories including security, safety, market, financial, technology, people, quality, structure and process • Team management – Team organization and decision-making – Role identification and assigment – Individual and team performance assessment • Project management – Scheduling and tracking – Project management tools – Cost/benefit analysis • Software measurement and estimation techniques • Software quality assurance and the role of measurements • Risk – The role of risk in the lifecycle – Risk categories including security, safety, market, financial, technology, people, quality, structure and process • System-wide approach to risk including hazards associated with tools	• Discuss common behaviors that contribute to the effective functioning of a team [Usage] • Create and follow an agenda for a team meeting [Usage] • Identify and justify necessary roles in a software development team [Usage] • Understand the sources, hazards, and potential benefits of team conflict [Usage] • Apply a conflict resolution strategy in a team setting [Usage] • Use an ad hoc method to estimate software development effort (eg, time) and compare to actual effort required [Usage] • List several examples of software risks [Usage] • Describe the impact of risk in a software development lifecycle [Usage] • Describe different categories of risk in software systems [Usage] • Demonstrate through involvement in a team project the central elements of team building and team management [Usage] • Describe how the choice of process model affects team organizational structures and decision-making processes [Usage] • Create a team by identifying appropriate roles and assigning roles to team members [Usage] • Assess and provide feedback to teams and individuals on their performance in a team setting [Usage] • Using a particular software process, describe the aspects of a project that need to be planned and monitored, (eg, estimates of size and effort, a schedule, resource allocation, configuration control, change management, and project risk identification and management) [Usage] • Track the progress of some stage in a project using appropriate project metrics [Usage] • Compare simple software size and cost estimation techniques [Usage] • Use a project management tool to assist in the assignment and tracking of tasks in a software development project [Usage] • Describe the impact of risk tolerance on the software development process [Usage] • Identify risks and describe approaches to managing risk (avoidance, acceptance, transference, mitigation), and characterize the strengths and short-

Unit 3: (14)	
Competences Expected:	
Topics	**Learning Outcomes**
• Administración del servicio como práctica. • Ciclo de vida del servicio. • Definiciones y conceptos genéricos. • Modelos y principios claves. • Procesos. • Tecnología y arquitectura. • Competencia y entrenamiento.	• Utilizar y aplicar correctamente ITIL en el proceso de software. [Usage]
Readings : [Som17], [PM15]	

Unit 4: (14)	
Competences Expected:	
Topics	**Learning Outcomes**
• Fundamentos e Introducción. • Frameworks de Control y IT Governance.	• Utilizar y aplicar correctamente COBIT en el proceso de software. [Usage]
Readings : [Som17], [PM15]	

8. WORKPLAN

8.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

8.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

8.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

9. EVALUATION SYSTEM

********* EVALUATION MISSING ********

10. BASIC BIBLIOGRAPHY

[PM15] Roger S. Pressman and Bruce Maxim. *Software Engineering: A Practitioner's Approach*. 8th. McGraw-Hill, Jan. 2015.

[Som17] Ian Sommerville. *Software Engineering*. 10th. Pearson, Mar. 2017.