

## Tamkang University Academic Year 111, 1st Semester Course Syllabus

Course Title	INTRODUCTION TO SOFTWARE DEVELOPMENT	Instructor	LIN HUI
Course Class	TEIDB2A DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION ENGINEERING (ENGLISH-TAUGHT PROGRAM), 2A	Details	<ul style="list-style-type: none"> <li>◆ General Course</li> <li>◆ Required</li> <li>◆ One Semester</li> </ul>
Relevance to SDGs	SDG9 Industry, Innovation, and Infrastructure		
<b>Departmental Aim of Education</b>			
<ul style="list-style-type: none"> <li>I. Comprehend professional knowledge.</li> <li>II. Acquire mastery of Practical Skills.</li> <li>III. Establish creative achievement.</li> </ul>			
<b>Subject Departmental core competences</b>			
<ul style="list-style-type: none"> <li>A. Programming and application ability.(ratio:40.00)</li> <li>B. Mathematical reasoning ability.(ratio:10.00)</li> <li>C. Implementing computer systems ability.(ratio:20.00)</li> <li>D. Computer networking application skills.(ratio:10.00)</li> <li>E. Professional skills for information technology (IT) industry.(ratio:20.00)</li> </ul>			
<b>Subject Schoolwide essential virtues</b>			
<ul style="list-style-type: none"> <li>1. A global perspective. (ratio:10.00)</li> <li>2. Information literacy. (ratio:30.00)</li> <li>3. A vision for the future. (ratio:10.00)</li> <li>4. Moral integrity. (ratio:10.00)</li> <li>5. Independent thinking. (ratio:10.00)</li> <li>6. A cheerful attitude and healthy lifestyle. (ratio:10.00)</li> <li>7. A spirit of teamwork and dedication. (ratio:10.00)</li> <li>8. A sense of aesthetic appreciation. (ratio:10.00)</li> </ul>			

Course Introduction	Combining the fundamental knowledge of information systems and the experiences of programming, learn how to develop high quality software engineering approaches.
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**The correspondences between the course's instructional objectives and the cognitive, affective, and psychomotor objectives.**

Differentiate the various objective methods among the cognitive, affective and psychomotor domains of the course's instructional objectives.

I. Cognitive : Emphasis upon the study of various kinds of knowledge in the cognition of the course's veracity, conception, procedures, outcomes, etc.

II.Affective : Emphasis upon the study of various kinds of knowledge in the course's appeal, morals, attitude, conviction, values, etc.

III.Psychomotor: Emphasis upon the study of the course's physical activity and technical manipulation.

No.	Teaching Objectives	objective methods
1	Combining the fundamental knowledge of information systems and the experiences of programming, learn how to develop high quality software engineering approaches.	Cognitive

The correspondences of teaching objectives : core competences, essential virtues, teaching methods, and assessment

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	ABCDE	12345678	Lecture, Discussion, Practicum	Testing, Study Assignments, Practicum, Activity Participation

Course Schedule

Week	Date	Course Contents	Note
1	111/09/05 ~ 111/09/11	Introduction	
2	111/09/12 ~ 111/09/18	Software & Software Engineering	
3	111/09/19 ~ 111/09/25	Process Models	
4	111/09/26 ~ 111/10/02	Agile Development	

5	111/10/03 ~ 111/10/09	Principles that Guide Practice & Understanding Requirements	
6	111/10/10 ~ 111/10/16	Requirement Modeling	
7	111/10/17 ~ 111/10/23	Requirement Modeling	
8	111/10/24 ~ 111/10/30	Design Concepts	
9	111/10/31 ~ 111/11/06	Design Concepts	
10	111/11/07 ~ 111/11/13	Midterm Exam Week	
11	111/11/14 ~ 111/11/20	Architectural Design	
12	111/11/21 ~ 111/11/27	Component-Level Design	
13	111/11/28 ~ 111/12/04	User Interface Design	
14	111/12/05 ~ 111/12/11	Pattern-Based Design	
15	111/12/12 ~ 111/12/18	WebApp Design	
16	111/12/19 ~ 111/12/25	Quality Concepts	
17	111/12/26 ~ 112/01/01	Review Techniques	
18	112/01/02 ~ 112/01/08	Final Exam Week	
Requirement			
Teaching Facility	Computer, Projector		
Textbooks and Teaching Materials	R. S. Pressman, Software Engineering: A Practitioner's Approach, 7th Ed., International Edition 2010, McGraw-Hill. I. Sommerville, Software Engineering, 9th Ed., International Edition, 2011, Pearson.		
References	D. A. Gustafson, Schaum's Outline of Theory and Problems of Software Engineering, McGraw-Hill, 2002. E. Gamma et al., Design Patterns: Elements of Reusable Object-Oriented Software, Addison Wesley Longman, Inc., 1994.		
Number of Assignment(s)	20 (Filled in by assignment instructor only)		
Grading Policy	◆ Attendance : 10.0 %   ◆ Mark of Usual : 10.0 %   ◆ Midterm Exam : 30.0 % ◆ Final Exam : 30.0 % ◆ Other (Quiz) : 20.0 %		

Note	<p>This syllabus may be uploaded at the website of Course Syllabus Management System at <a href="http://info.ais.tku.edu.tw/csp">http://info.ais.tku.edu.tw/csp</a> or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at <a href="http://www.acad.tku.edu.tw/CS/main.php">http://www.acad.tku.edu.tw/CS/main.php</a> .</p> <p>※ <b>Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.</b></p>
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