

CS 440: Introduction to Software Engineering

Fall 2009

Project Deadlines

Tentative Course Grade: 35% for the project, 25% for midterm, 40% for the final.

For the project, you choose any of the applications of interest and develop the software using the any standard software life cycle model. Possible application areas are : Banking system, Inventory management system, a railway reservation system, etc.

You should design proper screen formats/user interface, report formats, file formats and any other things needed. All exceptions should be indicated by the system.

You need to submit different artifacts at various times. The following are the deadlines for their submission.

1. Basic problem definition, rough plan and a very rough cost estimate in terms of person-days— due on September 11th, Friday, in the class. (5% of the project)
2. Requirements specification— due on Oct 2nd, Friday, in the class. (15% of the project)
3. Design (both architectural as well as detailed design) — due on Oct 30th, Friday, in the class. (20% of the project)
4. User's Manual and final cost estimate — November 30th, Monday (5% of the project)
5. Implementation Testing — December 2nd-4th, Wensday-Friday (need to set up time with the TA). (45% of the project)

There will be a 10% credit for the elegance and any advanced features you may provide.