



<b>Faculty: Information Technology</b>	
<b>Department: Software Engineering</b>	<b>Program: Master</b>
<b>Academic Year:</b>	<b>Semester:</b>

## Course Plan

### First: Course Information

<b>Course No.:</b> 1503755	<b>Course Title:</b> <i>Software Maintenance and Evolution</i>	<b>Credit Hours:</b> 3	<b>Theoretical:</b> 3	<b>Practical:</b> 0
<b>Prerequisite No. and Title:</b> -----		<b>Section No.:</b>	<b>Lecture Time:</b>	
<b>Level in JNQF</b>	7			
<b>Type Of Course:</b>	<input type="checkbox"/> <i>Obligatory University Requirement</i> <input type="checkbox"/> <i>Elective University Requirement</i> <input type="checkbox"/> <i>Obligatory Faculty Requirement</i> <input type="checkbox"/> <i>Elective Faculty Requirement</i> <input checked="" type="checkbox"/> <i>Obligatory Specialization Requirement</i> <input type="checkbox"/> <i>Elective Specialization Requirement</i> <input type="checkbox"/> <i>Ancillary course</i>			
<b>Type of Learning:</b>	<input checked="" type="checkbox"/> <i>Face-to-Face Learning</i> <input type="checkbox"/> <i>Blended Learning (2 Face-to-Face + 1 Asynchronous)</i> <input type="checkbox"/> <i>Online Learning (2 Synchronous+ 1 Asynchronous)</i>			

### Second: Instructor's Information

<b>Course Coordinator</b>					
<b>Name:</b>			<b>Academic Rank:</b>		
<b>Office Number:</b>		<b>Extension Number:</b>		<b>Email:</b>	
<b>Course Instructor:</b>					
<b>Name:</b>			<b>Academic Rank:</b>		
<b>Office Number:</b>		<b>Extension Number:</b>		<b>Email:</b>	
<b>Office Hours:</b>	<b>Sunday</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>

### **Third: Course Description**

This course discusses the issues and techniques necessary to enhance, perfect and modify software products over their life time. It also explains software re-engineering is sometimes a cost effective option for system evolution, where the different actions of the software re-engineering process take place, such as reverse engineering and program restructuring. How legacy systems can be assessed to decide if they should be scrapped, maintained, re-engineered or replaced to improve maintainability, extensibility, and software adaptability to different environments. The distinction between Software Re-engineering and Data Re-engineering will also be demonstrated. Finally, we will come across some issues of software reuse and how they affect software maintainability.

### **Fourth: Course Objectives**

1. A wide variety of architectures and technologies available to design and implement software
2. Advance principles of maintenance and re-engineering know the most common root causes of software errors and software development scheduling problems;
3. Introduce the student to the a scientific research paper direction
4. Expanding the student's skills of research.

## Fifth: Learning Outcomes

<i>Level descriptor according to (JNQF)</i>	<i>CILOs Code</i>	<i>CILOs</i> If any CLO will not be assessed in the course, mark NA.	<i>Associated PILOs Code</i> <i>Choose one PILO for each CILO*</i>	<i>Assessment method</i> <i>Choose at least two methods</i>
<b>Knowledge</b>	<b>K1</b>	Outline the advance topics of software maintenance and research.	<b>PK1</b>	<ul style="list-style-type: none"> <li>• Mid-term Exam</li> <li>• Final Exam</li> </ul>
	<b>K2</b>	Identify Software maintenance on aspect-oriented design and meta-programming	<b>PK1</b>	<ul style="list-style-type: none"> <li>• Mid-term Exam</li> <li>• Final Exam</li> <li>• Assignment</li> </ul>
	<b>K3</b>	Describe the most common approached used in software maintenance such as reverse engineering, program understanding, re-engineering	<b>PK1</b>	<ul style="list-style-type: none"> <li>• Mid-term Exam</li> <li>• Final Exam</li> </ul>
<b>Skills</b>	<b>S1</b>	Describe the maintenance process and its role in software maintenance	<b>PS3</b>	<ul style="list-style-type: none"> <li>• Mid-term Exam</li> <li>• Final Exam</li> </ul>
	<b>S2</b>	Analyze and compare some of the COTS products and how they support software maintainability issues	<b>PS4</b>	<ul style="list-style-type: none"> <li>• Mid-term Exam</li> <li>• Final Exam</li> <li>• Assignment</li> </ul>
	<b>S3</b>	To assess strengths and weaknesses of Software maintenance approaches and methods	<b>PS4</b>	<ul style="list-style-type: none"> <li>• Mid-term Exam</li> <li>• Final Exam</li> <li>• Assignment</li> </ul>
<b>Competencies</b>	<b>C1</b>	Analyze and compare strategies used in evolving legacy systems.	<b>PC2</b>	<ul style="list-style-type: none"> <li>• Practice</li> </ul>

\*CILOs: Course Intended Learning Outcomes; PILOs: Program Intended Learning Outcomes; For each CILO, the PILO could be the same or different.

## Sixth: Learning Resources

<b>Main Reference:</b>	<i>Software Evolution and Maintenance A Practitioner's Approach, Roger Pressman, 7th edition, 2010</i>			
<b>Author: Roger Pressman</b>	<b>Issue No.: 8<sup>th</sup></b>	<b>Print:</b>	<b>Publication Year: 2018</b>	
<b>Additional Sources and Websites:</b>	<i>Software Maintenance: Concepts and Practice, 2<sup>nd</sup> edition (revised) Authors: Penny Grubb (Author), Armstrong A Takang Publication year: 2021</i>			
<b>Teaching Type:</b>	<input checked="" type="checkbox"/> Classroom <input type="checkbox"/> Laboratory <input type="checkbox"/> Workshop <input checked="" type="checkbox"/> MS Teams <input checked="" type="checkbox"/> Moodle			

## Seventh: Course Structure

Week Number	Course Intended Teaching Outcomes (CILOs)	Topics	Teaching Procedures*	Teaching Methods**	References***
1	K1,S1, C1	Syllabus Concepts and Preliminaries	Face-to-Face	- Lecture, In-class Questions	- Chapter 1
2	K3, S1, S2, C1	Categories of Software Maintenance	Face-to-Face	Lecture, In-class Questions	Chapter 3
3	K1, K2, S1, S2, S3, C1	Evolution and Maintenance Models- Reuse Oriented Model	Face-to-Face	Lecture, In-class Questions	Chapter 3
4	K2, S1, C2	Evolution and Maintenance Models- IEEE/EIA 1219 Maintenance Process	Face-to-Face	Lecture, In-class Questions	Chapter 3
5	K2, S1, S2, C1	Reengineering- A General Model for Software Engineering	Face-to-Face	Lecture, In-class Questions	Chapter 4

6	K1, S1, S3,C1	Reengineering Process and approach	Face-to-Face	Lecture, In-class Questions	Chapter 4
7	K1, S2, S1, C1, S2	Legacy – Software Wrapping	Face-to-Face	Lecture, In-class Questions	Chapter 5
<b>Midterm Exam</b>					
8	K2, S1, S2, S3, C1	Legacy - Software Migration	Face-to-Face	Lecture, In-class Questions	Chapter 5
9	K1, S1, S2, S3, C1	Impact Analysis Process	Face-to-Face	Lecture, In-class Questions	Chapter 6
10	K1, K3, S3, C1, C2	Dependency-based Impact Analysis	Face-to-Face	Lecture, In-class Questions	Chapter 6
11	K1, K2, K3, S2, S3, C1	Refactoring-Activities in a Refactoring Process	Face-to-Face	Lecture, In-class Questions	Chapter 7
12	K1, K3, S2, S3, C1	More Examples of Refactoring	Face-to-Face	Lecture, In-class Questions	Chapter 7
13	K2, K3, S3, C1	Program Comprehension	Face-to-Face	Lecture, In-class Questions	Chapter 8
14	K4, S1, S3, C1	Reuse	Face-to-Face	Lecture, In-class Questions	Chapter 9
<b>Final Exam</b>					

\*Teaching procedures: (Face-to-Face, synchronous, asynchronous).

\*\* Teaching methods: (Lecture, video....).

\*\*\* Reference: (Pages of the book, recorded lecture, video....)

## Eighth: Assessment Methods

Methods	Online Learning	Blended Learning	Face-To-Face Learning	Specific Course Output to be assessed **If any CILO will not be assessed in the course, mark NA.						
				K1	K2	K3	S1	S2	S3	C1
First Exam										
Second Exam										
Mid-term Exam			<b>30</b>	✓	✓	✓	✓	✓	✓	✓
Participation										
Asynchronous Activities										
Quizzes			<b>10</b>	✓		✓		✓		✓
Assignments			<b>20</b>		✓	✓			✓	✓
Group presentation										
Final Exam			<b>50</b>	✓	✓	✓	✓	✓	✓	✓
<b>Total out of 100</b>			<b>100</b>							

## **Ninth: Course Policies**

- All course policies are applied to all teaching patterns (online, blended, and face-to-face Learning) as follows:
  - a. Punctuality.
  - b. Participation and interaction.
  - c. Attendance and exams.
- Academic integrity: (cheating and plagiarism are prohibited).