



Faculty: Information Technology	
Department: Software Engineering	Program: Master
Academic year:	Semester:

Course Plan

First: Course Information

Course No.: 1503701	Course Title: <i>Advanced Software Engineering</i>	Credit Hours:	Theoretical:	Practical:
Prerequisite No. and Title:		Section No.:	Lecture Time:	
Level in JNQF	9			
Type Of Course:	<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 Requirement</i>		<input type="checkbox"/> <i>Elective Specialization Requirement</i>	
	<input type="checkbox"/> <i>Ancillary course</i>			
Type of Learning:	<input type="checkbox"/> <i>Face-to-Face Learning</i>			
	<input checked="" 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

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

Third: Course Description

This course introduces the advanced concepts and techniques of software engineering. It will review the fundamentals of software engineering and the process of object-oriented software development. Also, It covers advanced topics related to Rational Unified Process, Extreme Programming, Software Reuse, and Aspect-Oriented Programming

Fourth: Course Objectives

- Demonstrate proficiency in agile methodologies to ensure quick delivery of functionality.
- Implement and optimize agile processes to respond effectively to changing product specifications.
- Understand and analyze business and user problems to create software solutions that meet their needs.
- Showcase expertise in software decomposition, client–server architecture, and addressing technology issues.
- Apply software security principles throughout the development lifecycle.
- Demonstrate effective teamwork and communication practices within a software development context.
- Stay abreast of emerging technologies in software engineering through continuous research.
- Evaluate and apply innovative technologies to enhance and streamline software development processes.

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> Choose one PILO for each CILO*	<i>Assessment method</i> Choose at least two methods
Knowledge	K1	Knowledge in software engineering techniques that are used to develop software products	PK2	<ul style="list-style-type: none"> • Mid-term Exam • Final Exam
	K2	Knowledge about Agile software engineering that focuses on delivering functionality quickly, responding to changing product specifications, and minimizing development. Overheads, and successful products are based on an understanding of business and user problems and user interaction	PK2	<ul style="list-style-type: none"> • Mid-term Exam • Final Exam • Assignments
	K3	Emphasizes knowledge related to the decomposition of software into components, client-server architecture, and technology issues that affect the software architecture, and use of Cloud-Based Software	PK2	<ul style="list-style-type: none"> • Mid-term Exam • Final Exam
	K4	Knowledge related to software security principles, threat modeling, secure coding practices, and vulnerability mitigation.	PK2	<ul style="list-style-type: none"> • Mid-term Exam • Final Exam
	K5	Knowledge related to collaboration and communication skills in a software development context, including effective teamwork and communication practices.	PK2	<ul style="list-style-type: none"> • Mid-term Exam • Final Exam • Assignments

Skills	S1	Ability to researching, evaluating, and applying emerging technologies in software engineering, fostering innovation in software development as researcher	PS3	<ul style="list-style-type: none"> • Mid-term Exam • Final Exam • Research Paper
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*CILOs: Course Intended Learning Outcomes; PILOs: Program Intended Learning Outcomes; For each CILO, the PILO could be the same or different.

Sixth: Learning Resources

Main Reference:	Engineering Software Products: An Introduction to Modern Software Engineering		Pearson
Author: Sommerville, I.	Issue No.: <i>illustrated</i>	Print:	Publication Year: 2019
Additional Sources & Websites:	<ul style="list-style-type: none"> • <i>Lecture Notes</i> • <i>Projects, Tasks, and Quizzes</i> • <i>Self-learning materials</i> • <i>Moodle</i> 		
Teaching Type:	<input checked="" type="checkbox"/> <i>Classroom</i> <input type="checkbox"/> <i>Laboratory</i> <input type="checkbox"/> <i>Workshop</i> <input checked="" type="checkbox"/> <i>MS Teams</i> <input checked="" type="checkbox"/> <i>Moodle</i>		

Seventh: Course Structure

Lecture Date	Course Intended Teaching Outcomes (CILOs)	Topics	Teaching Procedures*	Teaching Methods**	References***
1	K1	Ch1: Software Products	Face-to-Face	Lecture	Course Slides / book / External Sources
2	K1	Product prototyping	Asynchronous	Learning activity	Course Slides / book / External Sources
3	K2	Ch2: Agile Software Engineering	Face-to-Face	Lecture	Course Slides / book
4	K2	Red article about Agile Software Engineering	Asynchronous	Learning activity	Course Slides / book / External Sources
5	K2	Ch3: Features, Scenarios, and Stories	Face-to-Face	Lecture	Course Slides / book / External Sources
6	K2	Exercises	Asynchronous	Learning activity	Course Slides / book
7	K3	Ch4: Software Architecture	Face-to-Face	Lecture	Course Slides / book
8	K3	Red article about “Five Things Every Developer Should Know about Software Architecture”	Asynchronous	Learning activity	Course Slides / book / External Sources
Midterm Exam					
9	K3	Ch5: Cloud-Based Software	Face-to-Face	Lecture	Course Slides / book
10	K3	Exercises	Asynchronous	Learning activity	Course Slides / book / External Sources
11	K4	Ch7: Security and Privacy	Face-to-Face	Lecture	Course Slides / book
12	K4	Common types of attack on software products are injection attacks	Asynchronous	Video for learning activity	Course Slides / book
13	K5	Ch10: DevOps and Code Management	Face-to-Face	Lecture	Course Slides / book / External Sources
14	K5	DevOps and Code Management	Asynchronous	Video for learning activity	Course Slides / book

Final Exam

*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	Measurable Course (CILOs); Specific Course Output to be measured *State the score identified for each CILO for each method of assessment out of 100 **If any CILO will not be assessed in the course, mark NA.					
				K1	K2	K3	K4	K5	S1
First Exam									
Second Exam									
Mid-term Exam		30		✓	✓	✓	✓	✓	
Participation		30		✓	✓	✓	✓	✓	✓
Asynchronous Activities									
Quizzes									
Assignments									
Group presentation									
Final Exam		40		✓	✓	✓	✓	✓	
Total out of 100		100		✓	✓	✓	✓	✓	✓

Ninth: Course Policies

- All course policies are applied on 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).

Approval	Name	Date	Signature
Head of Department			
Faculty Dean			