Course title		Code	semester	T+U	credit	ECTS
Introduction to Software Engineering			one	3+0	3	6

Prerequisite Courses	None
Language of the Course	English
Course Level	Undergraduate
Type of Course	Compulsory
Course Coordinator	
Instructors	
Course Assistants	
The aim of lesson	The aim of this course is to give basic information about the principles of software engineering. In the course, it is aimed that the student will have a general knowledge of software development by introducing computer software and its types, basic concepts of software engineering discipline, various software process models, progressive software development approach, activities, tools and techniques used, software project, configuration and quality management. .
Course Content	Computer software and its types, software engineering discipline and its basic concepts, software process models, requirements engineering concepts, system modeling, architectural design, design and implementation, software testing, software evolution and maintenance, project management, quality and configuration management.
Course Learning Outcomes	Students who successfully complete this course; 1. Will be able to explain the concepts of engineering, software, computer and systems engineering. 2. Will be able to define the concept of process in software, learn and compare various software process models. 3. Will be able to comprehend software development stages. 4. Will be able to understand the basics of software project, configuration and quality management. 5. Will be able to recognize and use the tools and techniques used in various activities of software development phased approach.

Weeks	Topics
one	Computer Software and Types
2	Software Engineering Discipline and Basic Concepts
3	Project Management and Planning
4	Software processes
5	Software Requirements
6	Software Requirements Engineering Concepts
7	System Modeling
8	Software Design
9	Software Design – Senior
10	Software development
11th	Agile Software Development
12	Process Models
13	Software Testing, Metrics
14	Software Construction and Maintenance
15	Evolution of Software

General Competencies
To be able to research and learn about any given software engineering technical concept in the most accurate way.

resources

R. Stevens, "Beginning Software Engineering", John-Wiley, 2015, ISBN: 9781118969144

Sommerville, Software Engineering, 10e, Pearson, 2016. ISBN 9781292096131

Fowler, UML Distilled: A Brief Guide to the Standard Object Modeling Language, 3/e, Addison-Wesley, 2004, ISBN-13: 978-0321193681.

Larman, Applying UML and Patterns: An Introduction to ObjectOriented Analysis and Design and Iterative Development, 3/e, Pearson, 2005, ISBN-13: 978-0131489066.

Evaluation System

The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.

	WITH PROGRAM LEARNING OUTCOMES COURSE LEARNING OUTCOMES RELATIONSHIP TABLE										
	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**
LO1	5	5	5	5	4	4	4	5	5	4	4
INCREASE 2	5	4	4	4	4	3	3	3	5	4	5
INCREASE 3	5	5	5	4	5	3	3	3	3	3	3
INCREASE 4	5	5	5	3	5	4	3	3	3	3	3
LO5	5	5	5	4	5	3	3	3	3	3	3
LO: Learning Outcomes OP: Program Outcomes											
Contribution Level	1 Very Low		2 Low		3 Medium		4 High		5 Very High		

Relation of Program Outcomes and Related Course

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**
Introduction to Software Engineering	5	5	5	4	5	3	4	4	3	4	3