CS 4530: Fundamentals of Software Engineering
Module 1, Lesson 2
Course Mechanics

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How you'll learn

- Lectures and in-class discussion
  - Slides will be available on course website
- Tutorials
  - More in-depth discussions than we have time for in class.
  - Primary "reading" for the course in lieu of a textbook
- Practice activities (x?)
  - Usually done in groups, usually in-class
  - Focused on giving specific practice with technologies we use
- Individual projects (x3)
  - Get you used to the project codebase, practice skills
- Group project

Welcome to the strategy.town team!

- We want to be the #1 spot for people who want the social experience of watching Twitch™ but for turn-based games

  - (Demo)

- CS 4530 is part traditional academic course, part "having a new software job" simulation

- The individual projects are like "onboarding" projects, and the group project is a scaled-down version of actual product delivery

- Course staff have a secondary role as part of this simulation

How you'll be evaluated

- Class participation and practice activities (15%)
- Midterm (15%)
- Individual projects (30%, not evenly weighted)
- Team project (40%)
  - Includes team evaluation and surveys

To pass, you must also:

- Do most of the individual projects
- Demonstrate understanding of concepts in midterm
- Demonstrate ability to do software development & engineering in group project

Technology

- We will use:
  - TypeScript as implementation language
  - Vitest as Testing Framework
  - Visual Studio Code as our IDE
  - React for webapps
  - GitHub Projects for Project Management
  - GitHub Actions / Netlify /Heroku / Render for CI/CD
  - Also, other miscellaneous tools

Grade Appeal Policy

- If you have concerns regarding the grading of your work, please let us know within two class days.
  - Gradescope-delivered grades can be appealed in Gradescope
  - Appeal mechanism will be given for other assignments
  - Do not post on Piazza or email your TA or instructor
  - If your regrade request is closed and you feel that the response was not satisfactory, you may appeal to the instructor via email within 24 hours
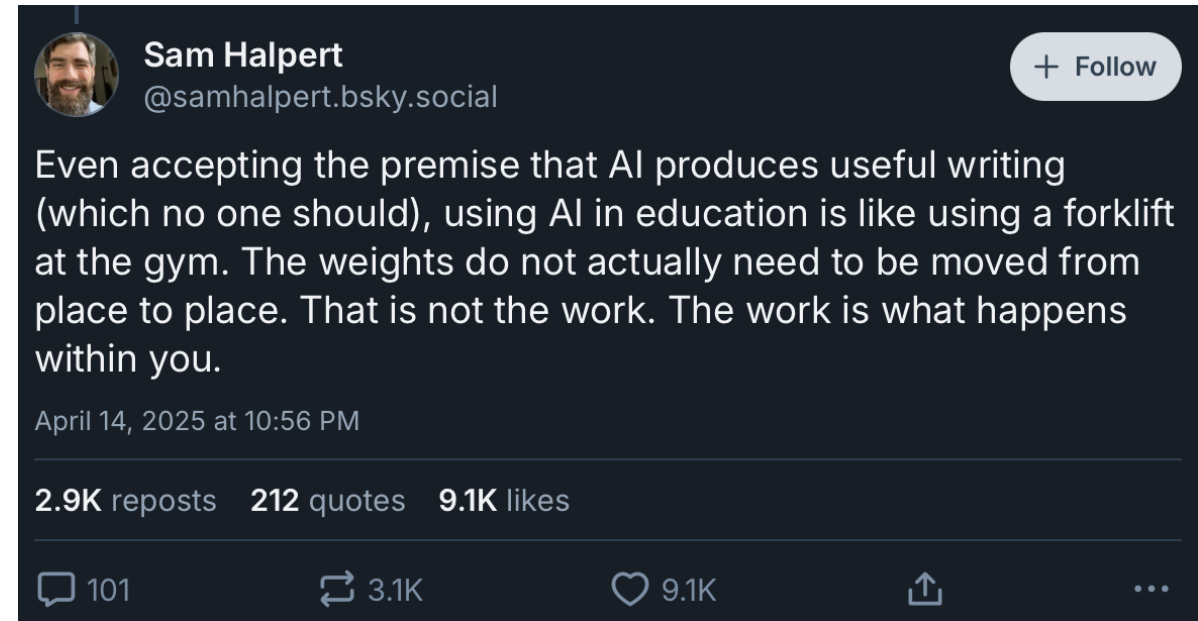
Late Policy

- Individual projects, practice activities, and individual deadlines for group work:
  - 10% will be deducted for late individual work turned in within 24 hours after the due date
  - Individual work and practice activities submitted more than 24 hours late will receive a zero
  - If you're worried about being busy around the time of a HW submission, please plan ahead and get started early
  - If you have an accommodation from Disability Access Services (previously DRC), you must request it from the instructors separately for each assignment or exam.

- Group work:
  - No late submissions allowed for any **group work** team submissions
  - DAS or DRC Accommodations are usually NOT available for Group Assignments (please work with instructor, we'll make something work!)

Academic Integrity (1)

- Students must work individually on all homework assignments.
- We encourage you to have high-level discussions with other students in the class about the assignments. You shouldn't be inspecting the code or writing of other students though. Copying any part of another student's assignment is strictly prohibited.
- Small snippets of publicly posted code are allowed with attribution
- If you steal someone else's work, you fail the class.
- You are responsible for protecting your work. If someone uses your work, with or without your permission, you fail the class.

Academic Integrity (2)

- LLM-alikes defeat the purpose of practice assignments and individual projects #1 and 2.

- There are academic integrity concerns with fundamentally un-attributable work, but we all seem to be pretending that's not a thing.

- You will have an opportunity to practice operating forklifts, if you want, in individual project #3.

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+ Follow

Even accepting the premise that AI produces useful writing (which no one should), using AI in education is like using a forklift at the gym. The weights do not actually need to be moved from place to place. That is not the work. The work is what happens within you.

April 14, 2025 at 10:56 PM

2.9K reposts   212 quotes   9.1K likes

101   3.1K   9.1K   ...

https://bsky.app/profile/samhalpert.bsky.social/post/3lmt3coqvqk2w

- Still thinking about group project; interested in your thoughts.

Academic Integrity (3)

- We reserve the right to "interview" you to gauge your understanding (with possible grade adjustments)

- If you are concerned that by reusing and attributing that copied code it may appear that you didn't complete the assignment yourself, then please raise a discussion with the instructor.

- If you are in doubt whether using others' work is allowed, you should assume that it is NOT allowed unless the instructor confirms otherwise.

Communication

- Canvas site
  - Best source for grades, links to everything else

- Course web page (https://neu-se.github.io/CS4530-Summer-2025/)
  - Assignments, important notices, etc., will appear here

- Piazza (see Canvas for link)
  - Questions about content, policies, assignments, projects, etc. are better asked on Piazza, so everybody gets the same answers.

- Contacting the Instructor
  - For private questions about your individual situation, please email me directly (do NOT use Canvas messages – they may not get through to the instructor)
  - Please put CS4530 in the subject line so your message does not get overlooked
  - I encourage all students to "Meet" with me at least once!

- Office Hours
  - Usually in person after class in this room, starting tomorrow
  - TA Office Hours are held via **Khoury Office Hours App**

Review

- It's the end of this module, so you should be able to:
  - Explain in general terms what software engineering is
  - List your weekly obligations as a student
  - List the requirements for completing the course