

## ITIS 3300 (Sec 091)

### Software Requirements, Analysis and Testing

### (Spring 2026)

### Course Schedule

The following table provides an outline for the topics and activities that will be delivered during each module for this course. Any changes on the given dates will be updated accordingly and announced on Canvas.

**\*Book:** Requirements Engineering for Software and Systems, 4th Edition (Phillip A. Laplante and Mohamad H. Kassab)

Calendar	Topic	Ref.	Activities/Notes/Submissions
Week-1 (1/12)	<b>Syllabus Overview/Team Formation and Interviews</b> <ul style="list-style-type: none"> <li>Lecture 1: Project Configuration Management</li> <li><b>In-Class Activity: Team Formation &amp; Team Interview</b></li> </ul>		GitHub Setup & Trello Setup <b>Group Project Member List-in Class: Due (1/12)</b>
Week 2 (1/19)	Dr. Martin Luther King Jr. Day (University Closed)		
Week 3 (1/26)	<b>Project Planning, Cost Estimation, and Risks</b> <ul style="list-style-type: none"> <li>Lecture 2: Project Planning and Control</li> <li>Lecture 3: Project Cost Estimation and Risks</li> <li><b>In-Class: Group Activity (Setting Up Groups &amp; Roles)</b></li> <li><b>Post-Lecture In-Class Activity (Quiz-1)</b></li> </ul>	*Ch-11	<b>Individual Assignment 1: Due (1/25)</b>
Week 4 (2/2)	<b>Software Processes</b> <ul style="list-style-type: none"> <li>Lecture 4: Software Processes</li> <li><b>Post-Lecture In-Class Activity (Quiz-2)</b></li> </ul>	*Ch-1	<b>Team Deliverable-1: Proposal, Due (2/1)</b> <b>PowerPoint (Team Deliverable-1), Due (2/1)</b> <b>Peer Evaluation (Team Deliverable-1), Due (2/1)</b>
Week 5 (2/9)	<b>Introduction to Software Requirements</b> <ul style="list-style-type: none"> <li>Lecture 5: Introduction to Software Requirements</li> <li>Lecture 6: Preparing for Software Requirement Elicitation</li> <li><b>Post-Lecture In-Class Activity (Quiz-3)</b></li> </ul>	*Ch-2 *Ch-3	<b>Recommended Reading:</b> <a href="#">“Elicitation Technique Selection: How Do Experts Do It?”</a> (IEEE) <b>Individual Assignment 2: Due (2/8)</b>

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Week 6 (2/16)	<b>Software Requirements Elicitation</b> <ul style="list-style-type: none"> <li>Lecture 7: Capturing Software Requirements</li> <li><b>Post-Lecture In-Class Activity (Quiz-4)</b></li> </ul>	*Ch-5	<b>Team Deliverable-2, Due (2/15)</b> <b>Peer Evaluation (Team Deliverable-2), Due (2/15)</b>
Week 7 (2/23)	<b>Software Requirements and OO Analysis</b> <ul style="list-style-type: none"> <li>Lecture 8: Software Requirements Analysis</li> <li>Lecture 9: Software Requirements OO Analysis</li> <li><b>Post-Lecture In-Class Activity (Quiz-5)</b></li> </ul>		<b>Tutorial Notes:</b> ER & Class Diagram
Week 8 (3/2)	<b>MIDTERM EXAM PROCEDURES:</b> <b>(40 questions-online via CANVAS. The exam must be taken during class, and everyone should bring their laptops. Lock Down browser is required and must be installed in your laptops before exam.</b>  <b>Note:</b> Two randomly selected questions from each of the previous quizzes (i.e., Quiz-1 to Quiz-5) will be included verbatim in the midterm. These will account for 10 out of the 40 total questions.  <b>Two bonus questions</b> will be included, each worth <b>2 pts.</b>		<b>MID-TERM EXAM</b>
Week 9 (3/9)	Student Spring Recess – No Classes		
Week 10 (3/16)	<b>Software Requirements Modeling</b> <ul style="list-style-type: none"> <li>Lecture 10: Requirements Modeling Behavior and Patterns</li> <li>Lecture 11: Requirements Modeling Relationships</li> <li><b>Post-Lecture In-Class Activity (Quiz-6)</b></li> </ul>	*CH-6 *CH-8	<b>Tutorial Notes:</b> Use Cases & Sequence Diagram
Week 11 (3/23)	<b>Software Requirements Specification, Verification &amp; Validation</b> <ul style="list-style-type: none"> <li>Lecture 12: Software Requirement Specifications</li> <li>Lecture 13: Software Requirements V&amp;V</li> <li><b>Post-Lecture In-Class Activity (Quiz-7)</b></li> </ul>		<b>Individual Assignment 3: Due (3/22)</b>
Week 12 (3/30)	<b>Mapping Software Requirements to Designed Modules</b> <ul style="list-style-type: none"> <li>Lecture 14: Designing the Modules</li> <li><b>Post-Lecture In-Class Activity (Quiz-8)</b></li> </ul>		

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Week 13 (4/6)	<b>Introduction to Software Testing and Testing Strategies</b> <ul style="list-style-type: none"> <li>Lecture 15: Introduction to Software Testing</li> <li>Lecture 16: Software Testing Strategies</li> <li>Peer Review Code Inspection (In-Class Activity)</li> <li>Post-Lecture In-Class Activity (Quiz-9)</li> </ul>		<b>Team Deliverable-3, Due (4/5)</b> <b>Peer Evaluation (Team Deliverable-3), Due (4/5)</b>
Week 14 (4/13)	<b>Software Testing Levels</b> <ul style="list-style-type: none"> <li>Lecture 17: Unit Testing</li> <li>Lecture 18: Functional Testing</li> <li>Post-Lecture In-Class Activity (Quiz-10)</li> </ul>		<b>Individual Assignment 4: Due (4/12)</b>
Week 15 (4/20)	<ul style="list-style-type: none"> <li>In-Class Team Project Presentations</li> </ul>		<b>Team Deliverable-4, Due (4/19)</b> <b>Peer Evaluation (Team Deliverable-4), Due (4/19)</b> <b>Team Project Presentation PPT Slides: Due (4/19)</b>
Week 16 (4/27)	<b>Course Wrap Up</b> <ul style="list-style-type: none"> <li>Course Review &amp; Final Exam Prep (no lecture slides)</li> </ul>		<b>Final Project: Team Deliverable-5, Due (4/26)</b> <b>Peer Evaluation (Team Deliverable-5), Due (4/26)</b>
Week 17 (5/4)	<b>FINAL EXAM</b>		<b>Monday, May 4<sup>th</sup></b> <b>5:00 p.m. – 7:30 p.m.</b>

**Dates to Note:**

- 1/19 – Dr. Martin Luther King Jr. Day (University Closed)
- 3/9 – 3/14 – Student Spring Recess (No Classes)
- 4/10 – 4/11 – Refresh Weekend (No Classes)
- 4/29 – Last Day of Classes
- 4/30 – Reading Day (i.e., this is your day to study and prepare for your exams)