

Class1: Kickoff

CPIT-455 Software Engineering (II)

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IT Department

Faculty of Computing and Information Technology

King Abdulaziz University

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Instructor

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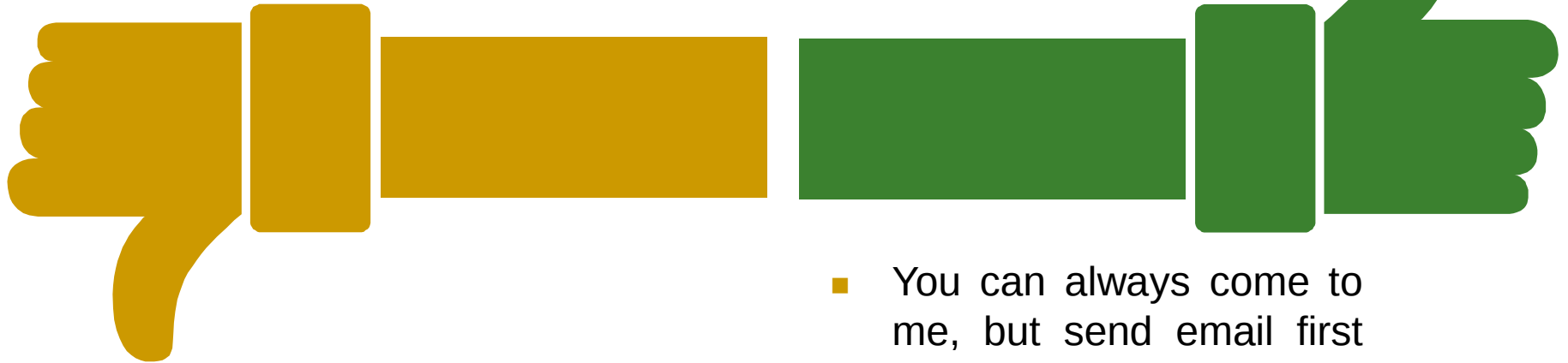
Lecture & Lab



- Section: CPIT455
- Time:
 - Lecture: Monday & Wednesday (1:00PM – 2:20PM)
 - Lab: Tuesday (7:00PM – 8:20PM)
- Location:
 - Lecture: building 31 – LAB 5
 - Lab: building 31 – LAB 9

Course policy

- All work must be your own. Submitting another's work is cheating and will result in a **zero**
- Don't submit **AI-generated work** as your own. This is academic misconduct and will result in a **zero**
- Attend on time, leave on time
- Read the book, study lectures, learn with your colleagues



- No **Cheating** in any form!!

- You can always come to me, but send email first along with matter

Course agreement



Where We're Headed

What We'll Cover

- What's good software?
- What does a senior software engineer do?
- How do I build a system?
- Workflow to go from requirements to production
- Where do I go from here to develop my skills?

What to Keep in Mind

So We're on the Same Page...

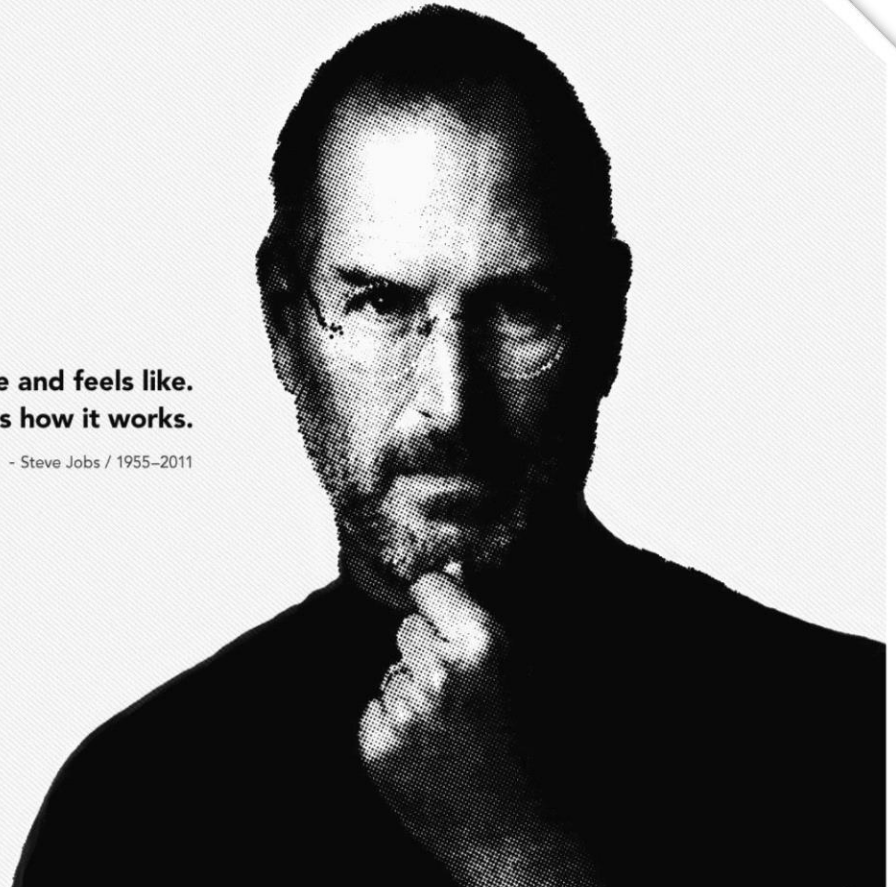
- Make sure you have taken programming and software engineering courses!
- This is an advanced course, so we're going to be programming a lot (homework, project)
- We will utilize large language models (LLMs) to enhance productivity & foster innovation in software development

Course principle

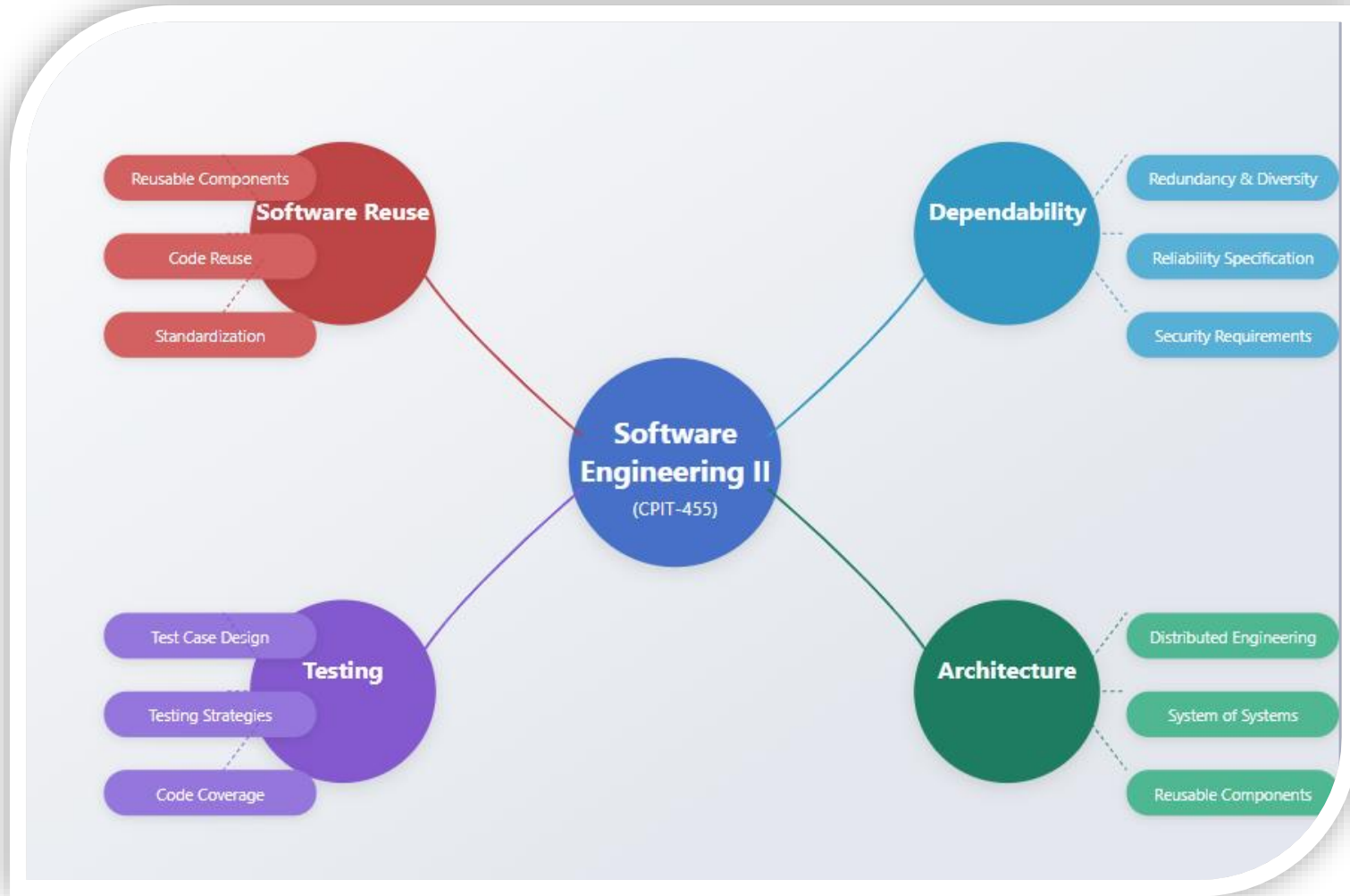


**Design is not just what it looks like and feels like.
Design is how it works.**

- Steve Jobs / 1955–2011



Course mind map



Student outcomes

Create

Design and implement systems using LLMs, integrating dependability, security, and reusability

Evaluate

Assess the suitability of LLMs for various stages of the software development lifecycle

Analysis

Critically evaluate LLM-generated designs and outputs for reliability and robustness

Apply

Use LLMs for redundancy design, testing, and reuse of software components

Understand

Explain how LLMs can support dependability, security, distributed systems

Remember

Define core concepts of LLMs and software engineering principles

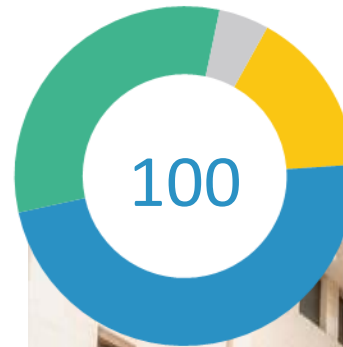
Course materials



- This course will utilize a variety of learning materials, including the course textbook, "Software Engineering" by Ian Sommerville ", Addison-Wesley; 10 edition (2015-03-24),
- As well as its PowerPoint presentations, lecture slides, tutorials, and other relevant resources
- As a senior student, you are expected to prepare for each lecture and come for discussion and questions
- Always check Blackboard

Course evaluation

-  1 Final exam, 15%
-  2 Assignments + lab, 50%
-  3 Course project, 25%
-  4 Participation , 10%



Questions?



THANK YOU

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