

CEN 5016: Software Engineering

Fall 2026

Week I - Class I: Course Overview



University of
Central Florida

Dr. Kevin Moran



Welcome to CEN 5016!



- Welcome to the First Lecture!
- *This lecture is being recorded*

How Many of You Have Used
an LLM or Coding Agent to
Write Code?



Introductions



Instructor: Kevin Moran

Education: Ph.D. from William & Mary - 2018

Research Interests: Software Engineering ,
UI Analysis, Machine Learning

Office Hours: Tues/Thurs 1:30pm-2:30pm (tentative)

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IEEE TRANSACTIONS ON SOFTWARE ENGINEERING, VOL. #, NO. #, 2018

**Machine Learning-Based Prototyping of
Graphical User Interfaces for Mobile Apps**

Kevin Moran, Member, IEEE, Carlos Bernal-Cárdenas, Student Member, IEEE,
Michael Curcio, Student Member, IEEE, Richard Bonett, Student Member, IEEE,
and Denys Poshyvanyk, Member, IEEE

**A Comparative Study of Transformer-based Neural
Text Representation Techniques on Bug Triaging**

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ending development resources imple
these initial design drafts are creat
ey are faithfully translated into code
ser to experience the design and user
ed form.
process (which often involves multiple
shown by past work and empirical
time-consuming, and error prone
of the design and imple
ms (which is
ally, UI



Research Interests: Software Engineering ,
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A photograph of a rowing team in a scull boat on the water. The team consists of eight rowers and a coxswain. The coxswain, at the stern, is wearing a bright yellow vest with the number 6 and the text 'ROST CRESS'. The rowers are wearing white tank tops with blue diagonal stripes and white caps. They are all smiling and looking towards the camera. The boat is a sleek, grey scull boat, and the water is dark blue with some whitecaps. The background shows a hazy shoreline with trees and buildings.

IEEE TRANSACTIONS ON SOFTWARE ENGINEERING, VOL. #, NO. #, 2018

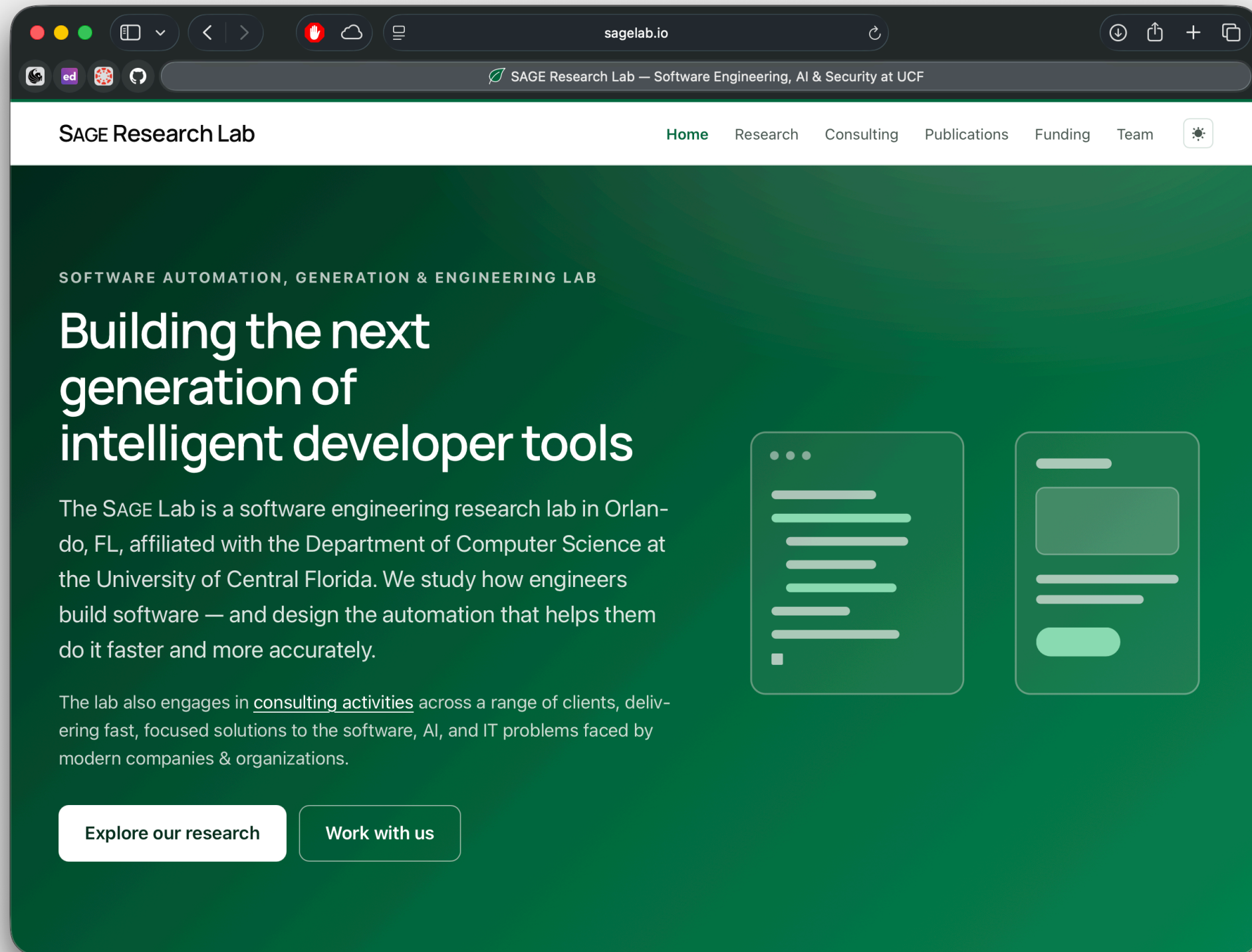
Machine Learning-Based Prototyping of Graphical User Interfaces for Mobile Apps

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Developers of user-facing software to transform a mock-up of a graphical user interface (GUI) into a functional application's inception and time-consuming. In this paper, we present an approach that automates GUI development by leveraging machine learning techniques to generate code from design specifications. We propose a framework that uses deep learning algorithms to analyze GUI designs and generate corresponding code snippets. Our approach addresses the challenges of manual coding, such as repetitive tasks, errors, and time constraints. By leveraging machine learning, we aim to streamline the prototyping process, enabling developers to rapidly iterate and refine their applications. The proposed system utilizes a combination of supervised and unsupervised learning models to identify patterns in existing GUIs and predict the most appropriate code structures for new designs. This work contributes to the field of automated GUI development by providing a practical solution for reducing development time and improving consistency across different projects.

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Recent Research



REPORTED STEPS

LAST THREE REPORTED STEPS

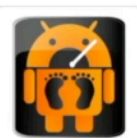
BURT

Hi P90, please **select the app** that is having the problem


ATimeTracker v. 0.20


Android Token v. 2.10


AntennaPod v. 1.6.2.3


Droid Weight v. 1.5.4



Write your message here

QUICK ACTIONS

Finish reporting the bug

Restart the conversation

View the bug report

USEFUL TIPS

Feel free to **zoom in** this webpage on your browser to better see the chatbot and the app screenshots.

Today's Agenda



- Provide an overview of the Course Logistics - (20-30 mins)
- Provide an Introduction to the Course Philosophy and Software Engineering more broadly

Course Logistics



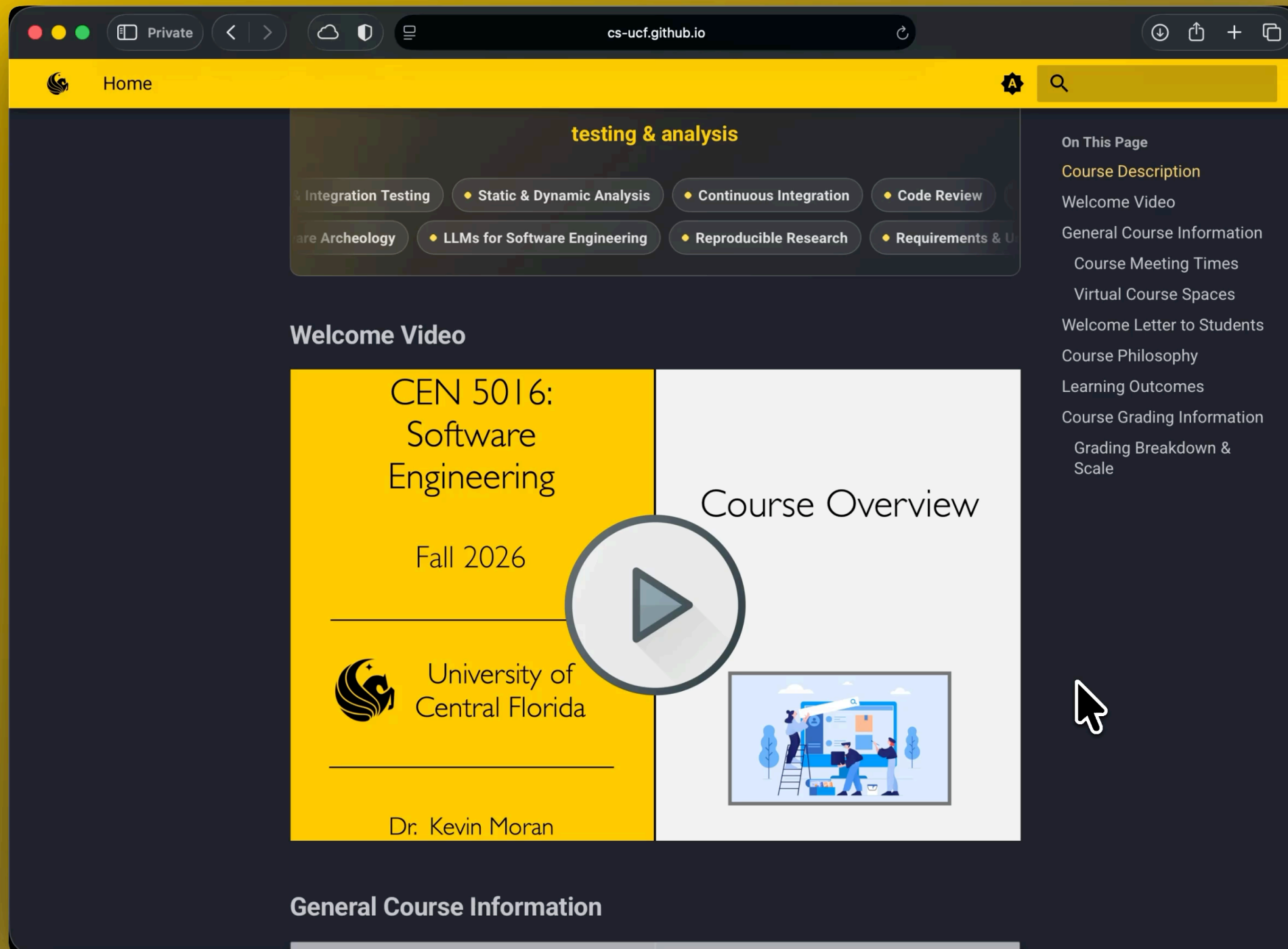


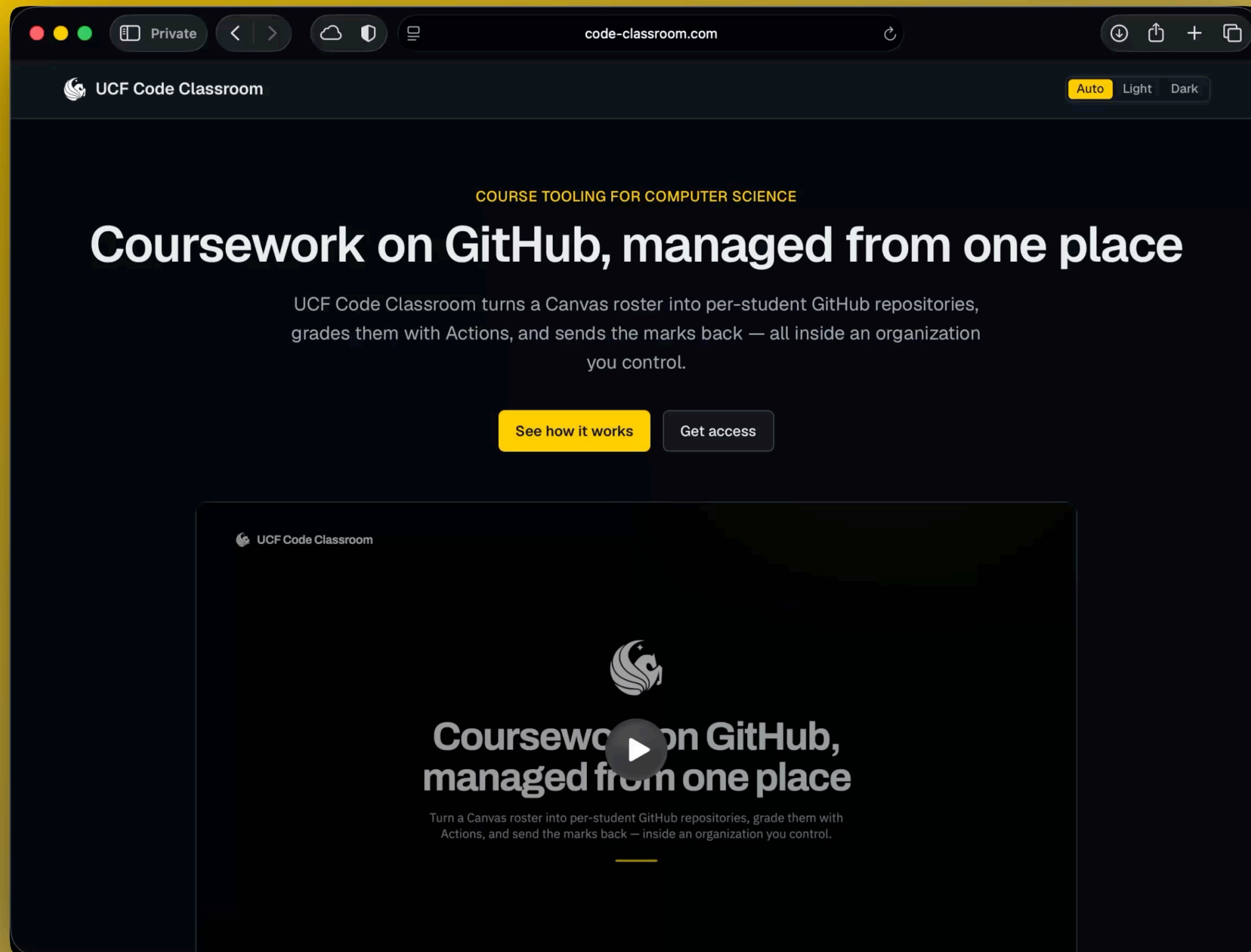
- I will not take attendance, however, you should come to class to learn and practice the concepts
- There will be in-class *quizzes* that will be only graded for completion. These quizzes will not be announced and will count as a form of a participation grade.



- Course Website: Syllabus, Schedule, Assignments, Lecture slides/recordings
- Webcourses (Canvas): Grades, Assignments, Discussions
- UCF Code Classroom: Assignment/Project Management
- Zoom: Hybrid/Virtual Office Hours
- Ed Discussions: Course Communications (*You should have received an invite link*)

Course Website







- There is no course textbook, however notes will be posted to the course website.
- There will be in-class activities for many lectures (*bring your laptop!*)
- I will post supplementary readings from the “*Software Engineering at Google*” book, which is freely available at: <https://abseil.io/resources/swe-book>



- This course is primarily broken down into two halves:
 - *Part 1: Practical Software Engineering Knowledge*
 - In this part of the course, we will go explore advanced strategies for building software in team-based settings at scale, and you will apply what you learn to the development project.
 - *Part 2: Exposure to Software Engineering Research*
 - In this part of the course, I will provide an overview of current developments in research on software engineering, and we will present and discuss recent research papers. You will apply your practical software engineering to improve some open-source research code.

Grading Breakdown



- Midterm Exam - 15%
- Quizzes - (5%)
- Individual Assignments - (10%)
- Research Paper Presentation - (5%)
- Software Development Project - (30%)
- Research Reproduction Project - (30%)
- Research Paper Reviews - (5%)

In-Class Activities



- Work together in small pairs/groups to gain experience trying out methods and concepts with examples
- No grades, but very important, as you will learn a lot from your classmates during these exercises

Midterm Exam (15%)



- Essay-based questions from the material presented in class
- Will test knowledge of concepts presented in class
- Will ask you to apply concepts to various scenarios
- All exams are closed book
- See the Syllabus for additional policies

Individual Assignments (10%)



- These assignments are to be completed individually and will help you gain some experience with background tools and knowledge needed to complete the projects.
- The first assignment will help get you familiar with the git and GitHub workflow that we will be using for this class.

Quizzes (5%)



- Will be taken live in class
- Graded for completion only
- Mainly for me to see how the class is understanding various concepts that will be introduced throughout the semester
- Quizzes will not be announced ahead of time
- *You can miss up to two quizzes without penalty*

Software Development Project (30%)



- This will be a development project broken down into multiple parts.
- This semester, the project will involve working on and extending a web application written in Javascript and Typescript.
- You will complete this project in teams of 3 students.
- There will be both technical and non-technical deliverables that will be clearly communicated on the course webpage.

Research Reproduction Project (30%)



- The second half of this course will provide you exposure to cutting-edge research that is being done on topics in software engineering.
- The main goal of this project is to take code artifacts that are associated with a research paper, reproduce the paper's results, and improve the code.
- This will be done in the same teams of 3 students as the software development project, but will come later in the semester.
- This will also include both technical and non-technical deliverables.

Research Paper Presentations (5%)



- In the second half of the course, students will present research papers, and we will discuss the practicality, impact, and rigor of these papers in class.
- Each project project group will present a single research paper live in class.
- I will provide a detailed lecture with presentation tips.

Research Paper Reviews (5%)



- During the second half of the course, you will be asked to write two research paper reviews
- I have provided detailed instructions for this on the course website, and will also revisit this when we start the second half of the semester
- These reviews will be completed *individually* and you are free to choose whichever papers you like to review.



- All assignments must be submitted through Webcourses or GitHub Classroom
- All programming assignments can be turned in up to 24 hours late, for a 10% penalty or up to 48 hours late for a 20% penalty
- Quizzes cannot be turned in late
- If you become ill, if you have a family emergency, or if something else happens that prevents you from completing work on time (either assignments or exams), please talk with me.



- Learn the University and Course Policies for Academic Integrity
- Assignments are 100% individual or within your group
 - Discussing assignments at high level: **OK**, sharing code: **NOT OK**
 - If in doubt, ask the instructor
 - Generally speaking, you are free to use AI tools in this course, unless explicitly noted — however, I discourage this on individual assignments



- The use of AI tools to assist in coding are allowed in this class - but consider the cost/benefit analysis.
- *Offloading thinking to AI necessarily means you do not learn the material you offload as well!*
- Some things to remember:
 - Put Effort into Crafting High Quality Prompts
 - Be Aware of AI Limitations
 - Give the Tool Proper Attribution
 - Know when to use and not use AI Tools
- *More on this in future classes*



- My promises to you:
- Quiz results will be available in the class after the quiz is taken
- Assignments, Project Checkpoints, and Exams will be graded within 1 week of submission
- Your assignment feedback will always be human

Why Software Engineering?



Why is software Engineering Important?



- The world runs on code
- Coding is an incredible form of engineering, it allows to make abstract ideas concrete, and build incredible things.
- Programming allows us to solve a variety of problems
- It can help us to accomplish things that would otherwise be impossible through automation

Why Software Engineering?



Why Learn How to Program?



150 Million Lines of Code

The Harm of Bad Software Engineering



Software glitch cost Hamilton victory - Mercedes

25 March 2018

MERCEDES

AUSTRALIA

HAMILTON



The Harm of Bad Software Engineering





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The System is down at the moment.

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≡ **Forbes**

HealthCare.gov Diagnosis: The Government Broke Every Rule Of Project Management



Loren Thompson Senior Contributor
Aerospace & Defense
I write about national security, especially its business dimensions.

f

After 400 software fixes and major hardware upgrades, the Obama Administration is claiming to have achieved its goal of transforming HealthCare.gov into a web-site that



The Patient Protection and Affordable Care Act, better known as Obamacare, will probably be remembered as President Obama's most important domestic policy initiative. However, inept federal



Obama Speech Today on Tech Problems of HealthCare.gov | The New York Times

The New York Times

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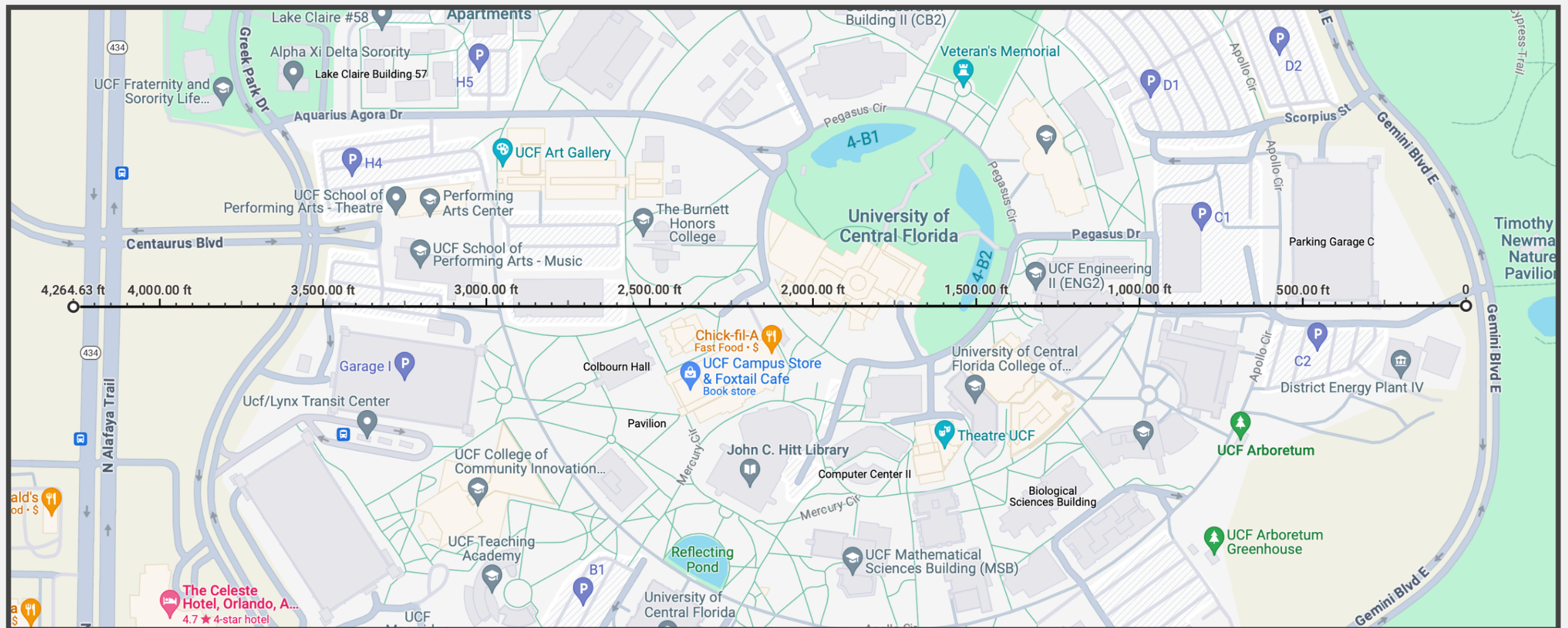
35

The Harm of Bad Software Engineering



Vasa





Vasa Syndrome



- Changing shipbuilding orders
- No specifications for modified keel
- Shifting armaments required

Requirements

- Shipwright's death

Teams

- No way to calculate stability, stiffness, or sailing characteristics

Metrics

- Failed pre-launch stability tests

Testing & Q/A

Software Engineering?



- What is engineering?
- And how is it different from hacking/programming?

1968 NATO Conference on Software Engineering



- Provocative Title
- Call for Action
- “Software Crisis”



<https://isthisit.nz/posts/2022/1968-nato-software-engineering-conference/>



- Wrote the guidance software for the Apollo Moon Missions
- Credited with initially coining the term “software engineering”





When we ask developers who are looking for a better way to develop software and we ask them what their most pressing issues are:

- Integration too late if at all
- Lack of traceability, flexibility and evolvability
- Reuse methods ad hoc and error prone
- Software unreliable even with extensive testing
- Costs too much. Takes too long

Why still? Not unlike 50 years ago when the field was brand new*.
What to do...

* M. Hamilton, "What the Errors Tell Us", IEEE Software - Special Issue "50 years of Software Engineering"

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Where does Software Engineering Fit in?



- Computer science: focusing on computer hardware, compilers, operating systems, and programming languages
- Software engineering: a discipline that uses computer and software technologies as a problem-solving tools to engineer large-scale software systems

An Engineering Approach



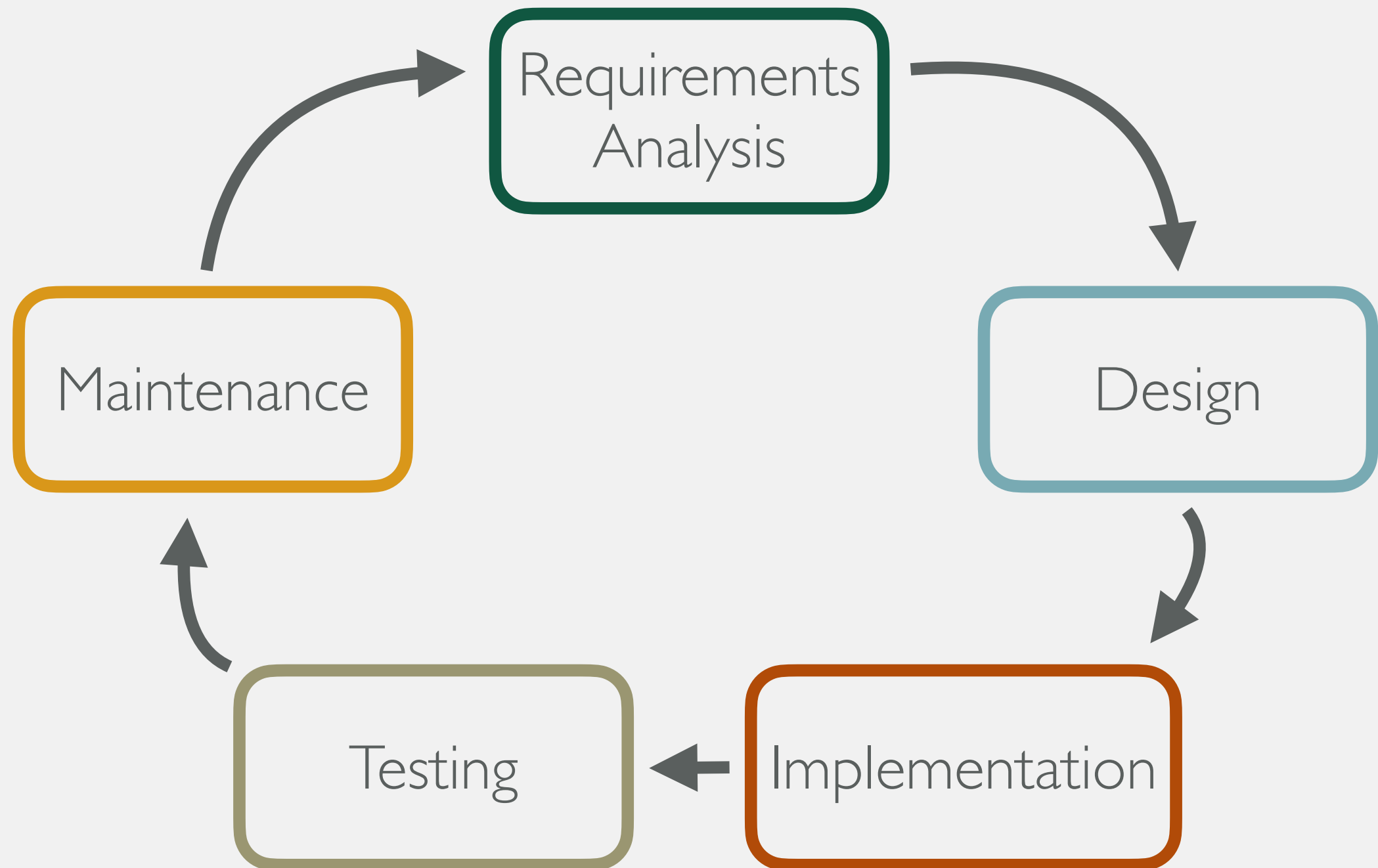
- Requirement analysis and definition
- System design
- Program design
- Writing the programs
- Unit testing
- Integration testing
- System testing
- System delivery
- Maintenance

The Software Engineering “Process”

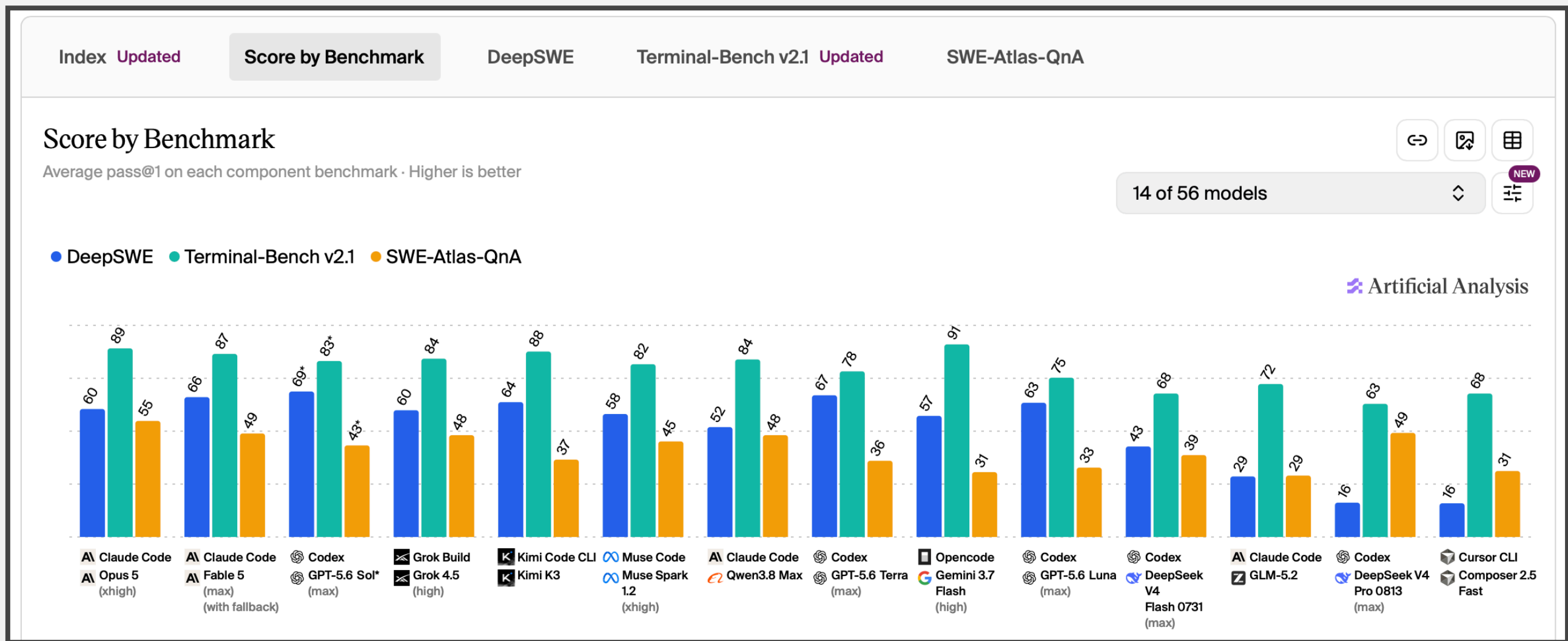


- A process: a series of steps involving activities, constraints, and resources that produce an intended output of some kind
- A process involves a set of tools and techniques

The Software Engineering “Process”



AI & Software Engineering



Software Engineering Research



AI and software engineering:

- Search-based software engineering
- Machine learning with and for SE
- Recommender systems
- Autonomic systems and self adaptation
- Program synthesis
- Program repair

Testing and analysis:

- Software testing
- Program analysis
- Debugging and Fault localization
- Programming languages
- Performance
- Mobile applications

Software analytics:

- Mining software repositories
- Apps and app store analysis
- Software ecosystems
- Configuration management
- Software visualization

Dependability:

- Formal methods
- Validation and Verification
- Reliability and Safety
- Privacy and Security
- Embedded and cyber-physical systems

Software evolution:

- Evolution and maintenance
- API design and evolution
- Release engineering and DevOps
- Software reuse
- Refactoring
- Program comprehension
- Reverse engineering

Social aspects of software engineering:

- Human aspects of software engineering
- Human-computer interaction
- Distributed and collaborative software engineering
- Agile methods and software processes
- Software economics
- Crowd-based software engineering
- Ethics in software engineering
- Green and sustainable technologies

Requirements, modeling, and design:

- Requirements Engineering
- Privacy and Security by Design
- Modeling and Model-Driven Engineering
- Software Architecture and Design
- Variability and product lines
- Software services

For This Week



- *Assignment 1:* Due next Friday, September 4th at 11:59pm
 - Available on Course Webpage
- *Course Entrance Survey:* Due Friday, August 28th at 11:59pm
 - Currently Available on Webcourses