

Software Engineering

Introduction to Software Engineering

1142SE01

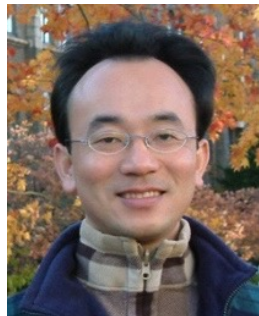
MBA, IM, NTPU (M5010) (Spring 2026)

Wed 2, 3, 4 (9:10-12:00) (B3F17)

Min-Yuh Day, Ph.D,
Professor and Director

Institute of Information Management, National Taipei University

<https://web.ntpu.edu.tw/~myday>



 NVIDIA
University Ambassador
Certified Instructor

 AWS
educate | Cloud
Ambassador
2020 Cohort

 AWS
academy
Accredited
Educator

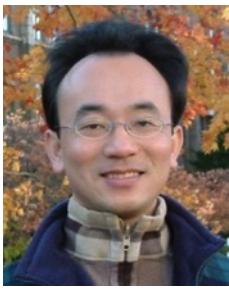
 AWS
certified
Cloud
Practitioner

 AWS
certified
Solutions
Architect
Associate



[https://meet.google.com/
ish-gzmy-pmo](https://meet.google.com/ish-gzmy-pmo)





Prof. Min-Yuh Day



University Ambassador

Certified Instructor



Cloud Ambassador

2020 Cohort

Director, Information Management, NTPU

Director, Intelligent Financial Innovation Technology, IFIT Lab, IM, NTPU

Director, Fintech and Green Finance Center (FGFC), NTPU

Visiting Scholar, IIS, Academia Sinica

Ph.D., Information Management, NTU

Artificial Intelligence, Agentic AI, ESG and Green Financial Technology,
Big Data Analytics, Electronic Commerce



Course Syllabus

National Taipei University

Academic Year 114, 2nd Semester (Spring 2026)

- **Course Title: Software Engineering**
- **Instructor: Min-Yuh Day**
- **Course Class: MBA, IM, NTPU (3 Credits, Elective)
GMBA in Finance; SHM; IPUG**
- **Details**
 - **In-Person and Distance Learning EMI Course
(3 Credits, Elective, One Semester) (M5010)**
- **Time & Place: Wed, 2, 3, 4, (9:10-12:00) (B3F17)**
- **Google Meet: <https://meet.google.com/ish-gzmy-pmo>**



[https://meet.google.com/
ish-gzmy-pmo](https://meet.google.com/ish-gzmy-pmo)



Course Objectives

1. Understand the **fundamental concepts and research issues of software engineering**.
2. Equip with **Hands-on practices of software engineering**.
3. Conduct **information systems research in the context of software engineering**.

Course Outline

- This course introduces the **fundamental concepts, research issues, and hands-on practices of software engineering.**
- **Topics include:**
 1. Introduction to Software Engineering
 2. Software Products and Project Management: Software product management and prototyping with Generative AI and Agentic AI
 3. Agile Software Engineering: Agile methods, Scrum, and Extreme Programming
 4. Features, Scenarios, and Stories
 5. Software Architecture: Architectural design, System decomposition, and Distribution architecture
 6. Cloud-Based Software: Virtualization and containers, Everything as a service, Software as a service
 7. Cloud Computing and Cloud Software Architecture
 8. Microservices Architecture, RESTful services, Service deployment
 9. Security and Privacy; Reliable Programming
 10. Testing: Functional testing, Test automation, Test-driven development, and Code reviews
 11. DevOps and Code Management: Code management and DevOps automation
 12. Case Study on Software Engineering

Core Competence

- **Exploring new knowledge in information technology, system development and application 80 %**
- **Internet marketing planning ability 10 %**
- **Thesis writing and independent research skills 10 %**

Four Fundamental Qualities

- **Professionalism**
 - **Creative thinking and Problem-solving 30 %**
 - **Comprehensive Integration 30 %**
- **Interpersonal Relationship**
 - **Communication and Coordination 10 %**
 - **Teamwork 10 %**
- **Ethics**
 - **Honesty and Integrity 5 %**
 - **Self-Esteem and Self-reflection 5 %**
- **International Vision**
 - **Caring for Diversity 5 %**
 - **Interdisciplinary Vision 5 %**

College Learning Goals

- **Ethics/Corporate Social Responsibility**
- **Global Knowledge/Awareness**
- **Communication**
- **Analytical and Critical Thinking**

Department Learning Goals

- **Information Technologies and System Development Capabilities**
- **Internet Marketing Management Capabilities**
- **Research capabilities**

Syllabus

Week	Date	Subject/Topics
1	2026/02/25	Introduction to Software Engineering
2	2026/03/04	Software Products and Project Management: Software product management and prototyping with Generative AI and Agentic AI
3	2026/03/11	Agile Software Engineering: Agile methods, Scrum, and Extreme Programming
4	2026/03/18	Case Study on Software Engineering I
5	2026/03/25	Features, Scenarios, and Stories
6	2026/04/01	Software Architecture: Architectural design, System decomposition, and Distribution architecture

Syllabus

Week	Date	Subject/Topics
7	2026/04/08	Cloud-Based Software: Virtualization and containers, Everything as a service, Software as a service
8	2026/04/15	Midterm Project Report
9	2026/04/22	Cloud Computing and Cloud Software Architecture
10	2026/04/29	Microservices Architecture, RESTful services, Service deployment
11	2026/05/06	Case Study on Software Engineering II
12	2026/05/13	Security and Privacy; Reliable Programming; Testing: Functional testing, Test automation, Test-driven development, and Code reviews

Syllabus

Week Date Subject/Topics

13 2026/05/20 Industry Practices of Software Engineering

**14 2026/05/27 DevOps and Code Management:
Code management and DevOps automation**

15 2026/06/03 Final Project Report I

16 2026/06/10 Final Project Report II

Teaching Methods and Activities

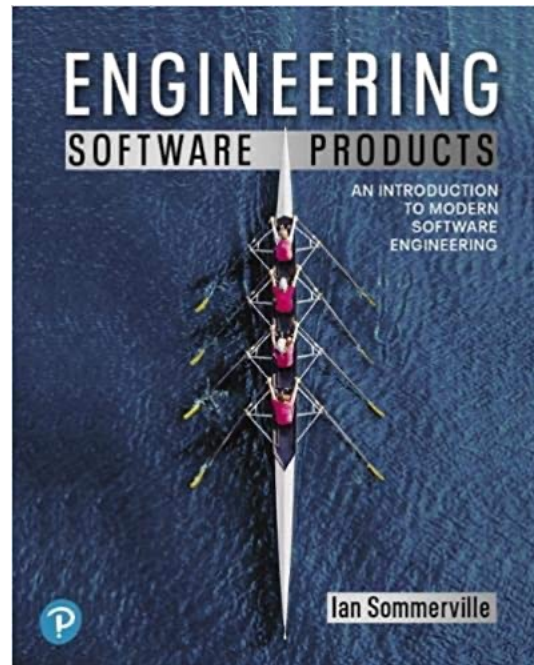
- **Lecture**
- **Discussion**
- **Practicum**

Evaluation Methods

- **Individual Presentation 60 %**
- **Group Presentation 10 %**
- **Case Report 10 %**
- **Class Participation 10 %**
- **Assignment 10 %**

Required Texts

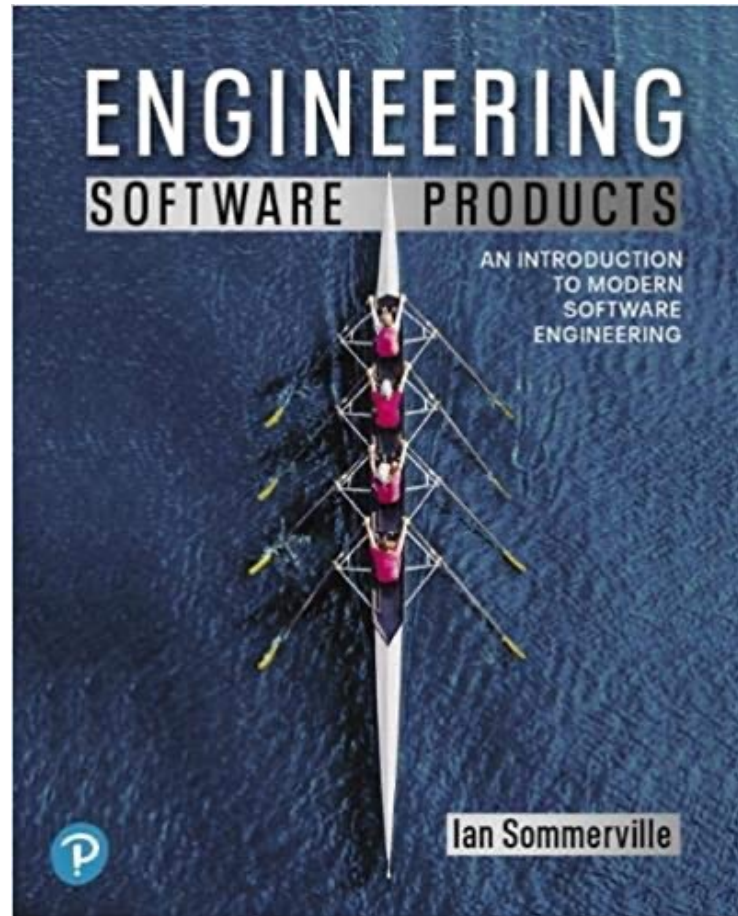
- **Ian Sommerville (2019),
Engineering Software Products:
An Introduction to Modern Software Engineering,
Pearson.**



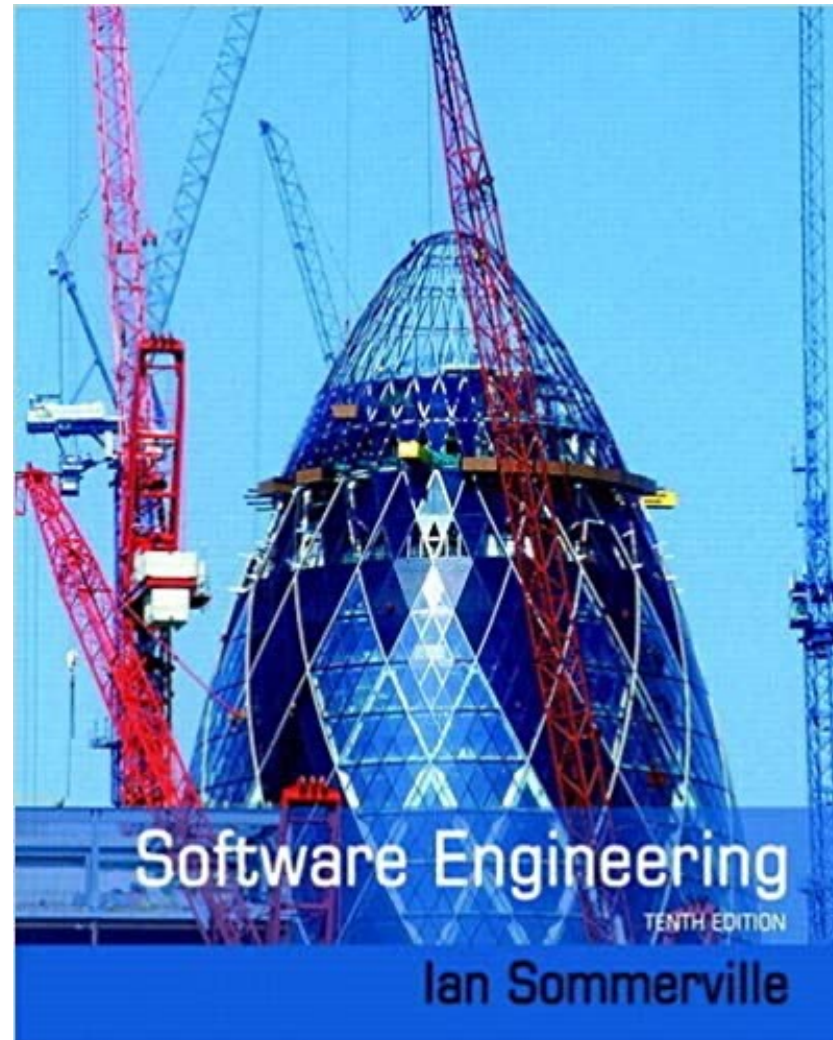
References

- Ian Sommerville (2015),
Software Engineering, 10th Edition, Pearson.
- Titus Winters, Tom Manshreck, and Hyrum Wright (2020),
Software Engineering at Google: Lessons Learned from Programming Over Time, O'Reilly Media.
- Project Management Institute (2017),
Agile Practice Guide, PMI
- Project Management Institute (2021),
A Guide to the Project Management Body of Knowledge (PMBOK Guide) – Seventh Edition and The Standard for Project Management, PMI
- Denis Rothman (2024),
RAG-Driven Generative AI: Build custom retrieval augmented generation pipelines with LlamaIndex, Deep Lake, and Pinecone, Packt Publishing
- NVIDIA DLI (2025), Building RAG Agents with LLMs, https://learn.nvidia.com/courses/course-detail?course_id=course-v1:DLI+S-FX-15+V1
- NVIDIA DLI (2025), Generative AI with Diffusion Models, https://learn.nvidia.com/courses/course-detail?course_id=course-v1:DLI+S-FX-14+V1

Ian Sommerville (2019),
Engineering Software Products:
An Introduction to Modern Software Engineering,
Pearson.

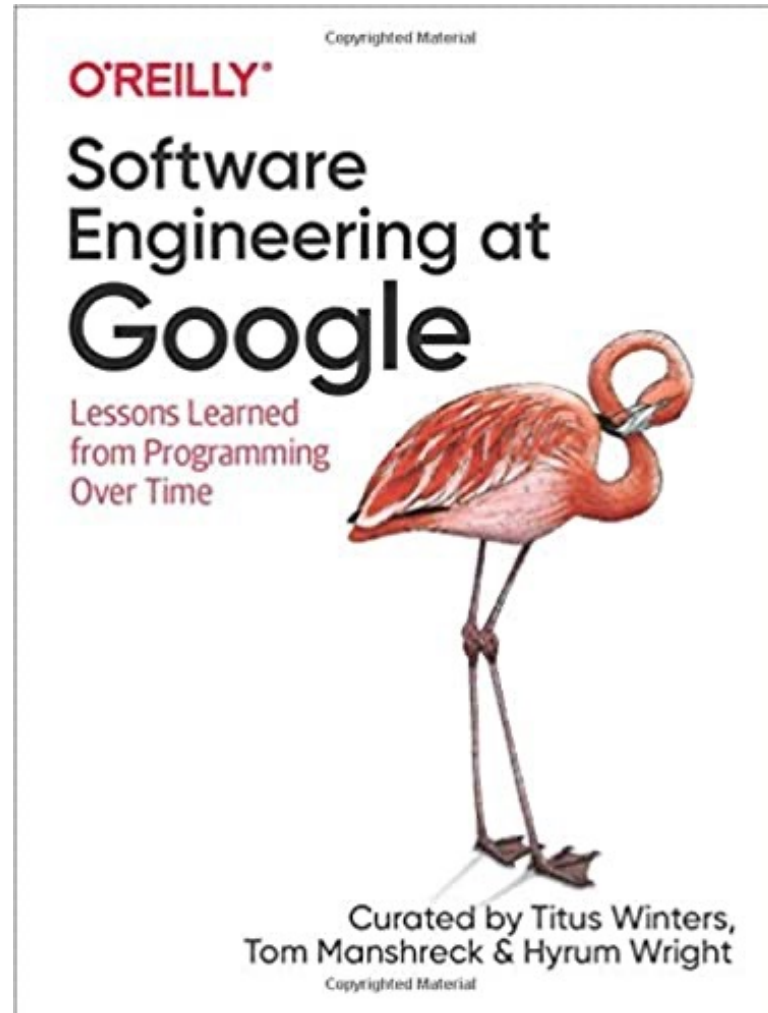


Ian Sommerville (2015),
Software Engineering,
10th Edition, Pearson.



Titus Winters, Tom Manshreck, and Hyrum Wright (2020),

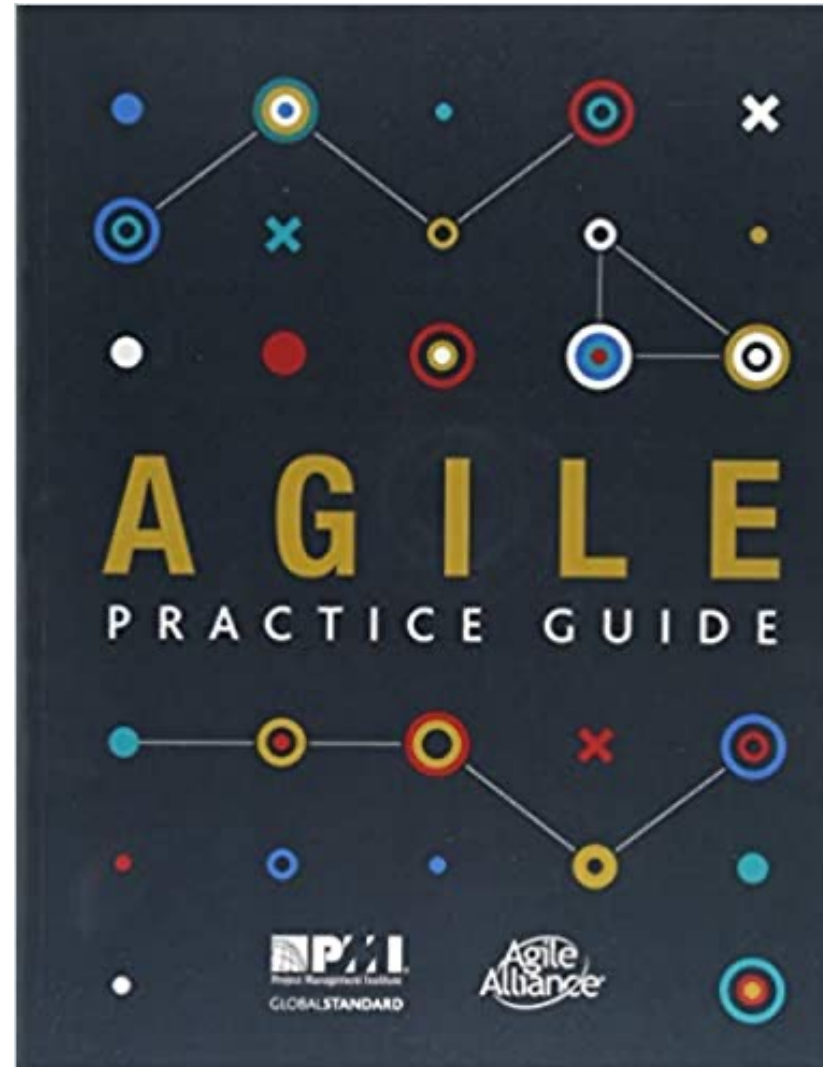
Software Engineering at Google:
Lessons Learned from Programming Over Time,
O'Reilly Media.



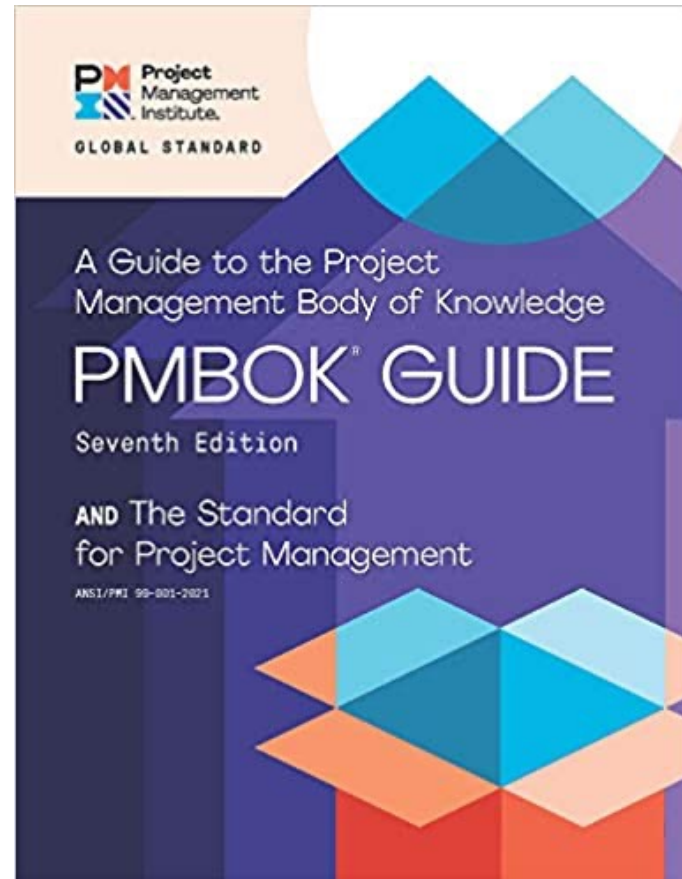
Project Management Institute (2017),

Agile Practice Guide

PMI



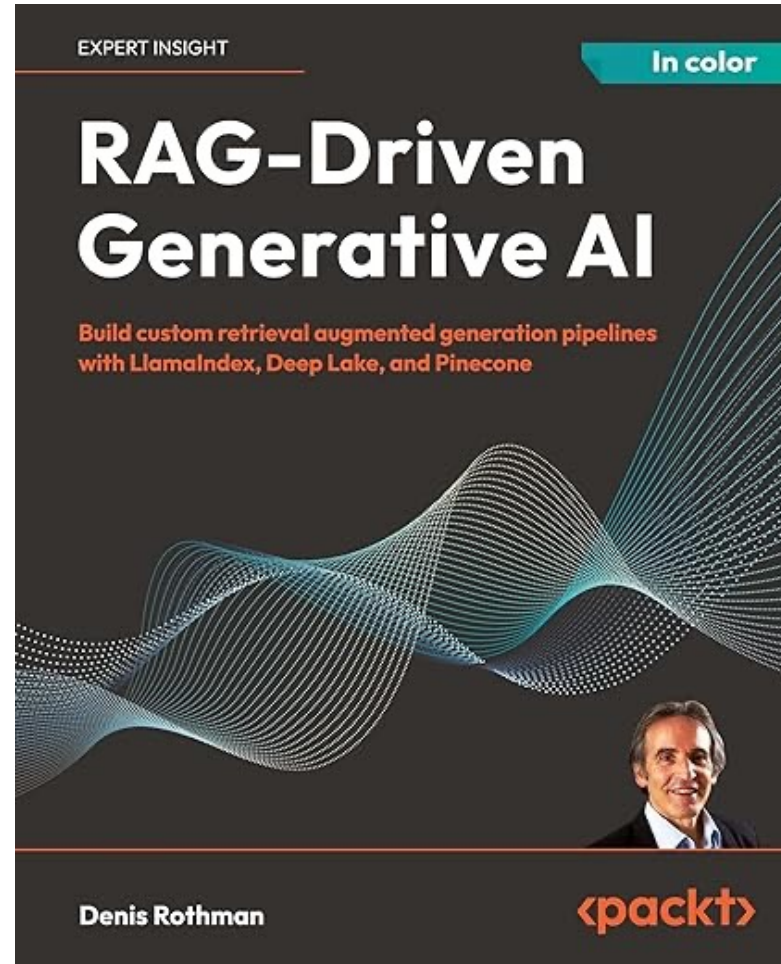
Project Management Institute (2021),
**A Guide to the
Project Management Body of Knowledge
(PMBOK Guide) –
Seventh Edition and The Standard for Project Management**



Denis Rothman (2024),

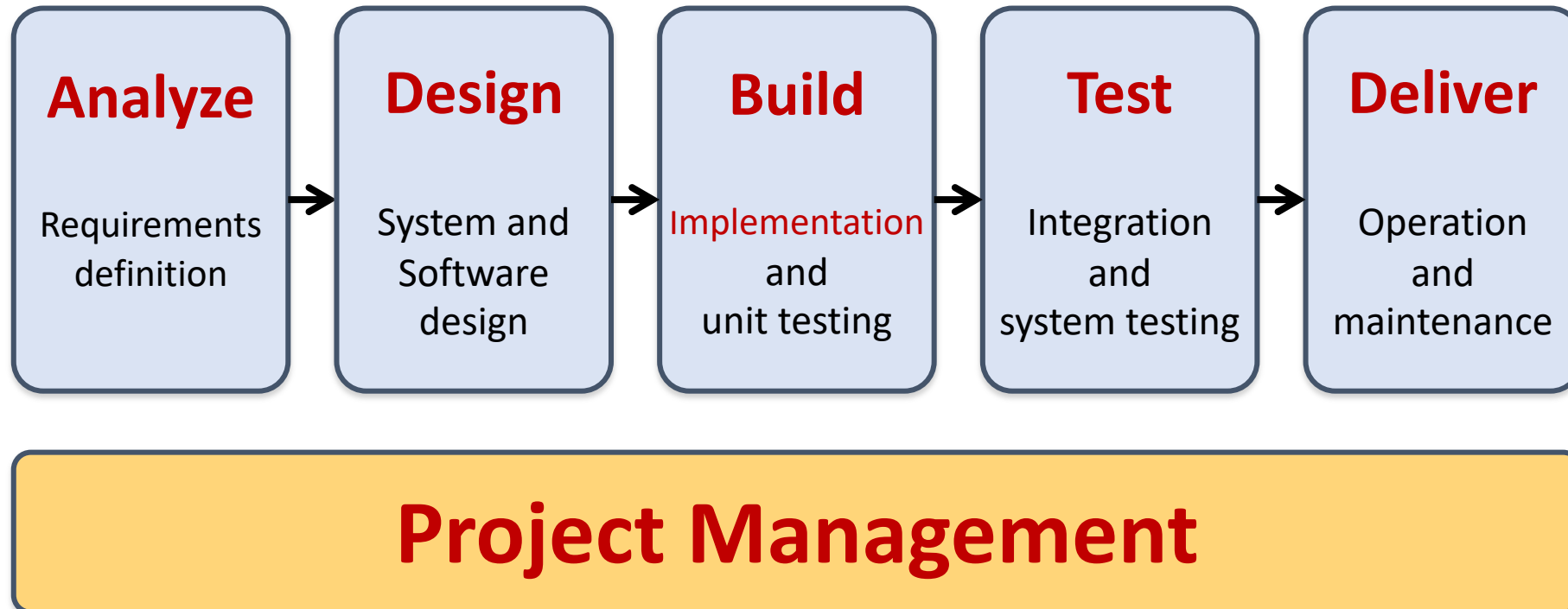
RAG-Driven Generative AI:

Build custom retrieval augmented generation pipelines with LlamaIndex, Deep Lake, and Pinecone,
Packt Publishing

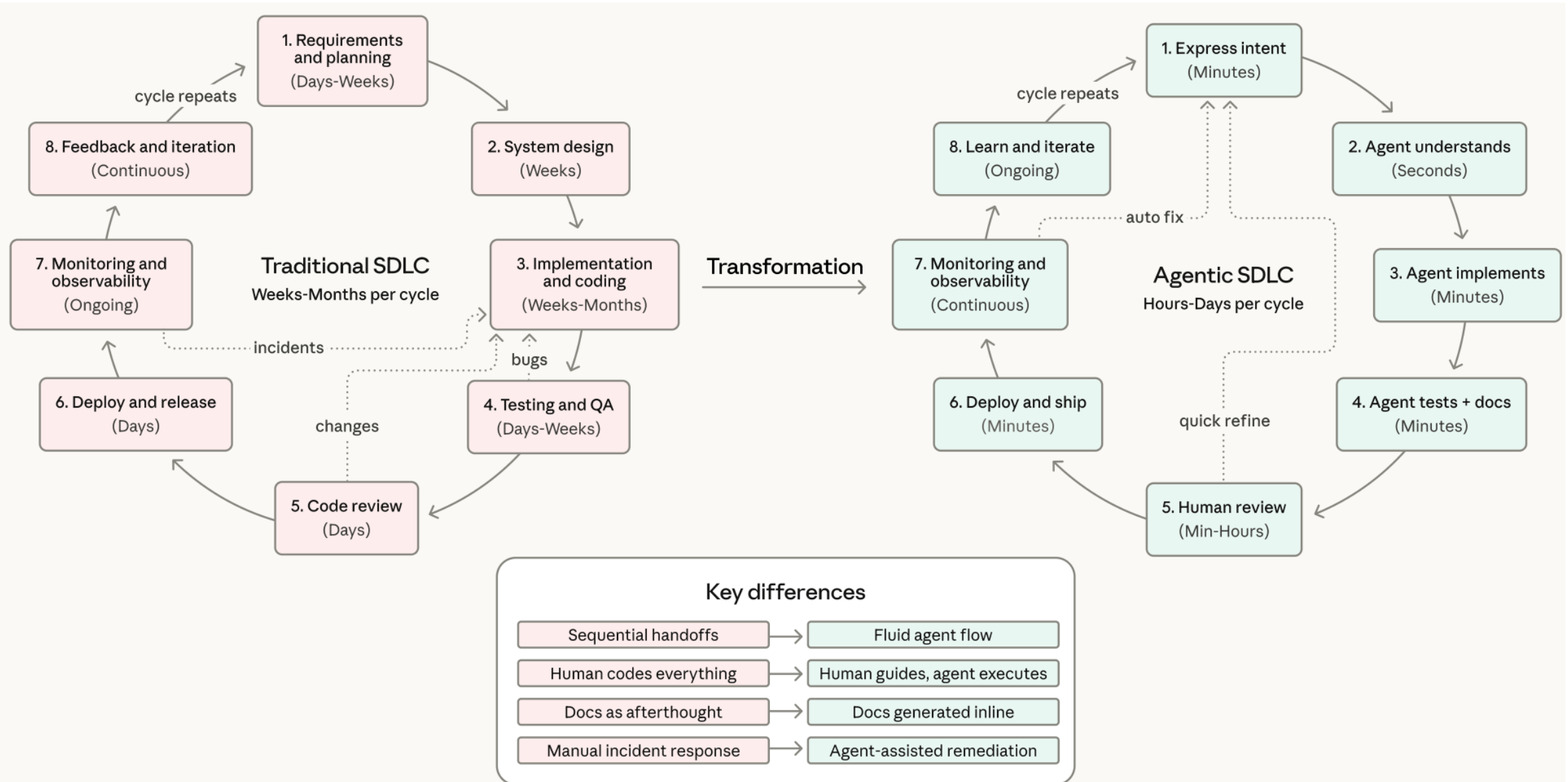


Software Engineering

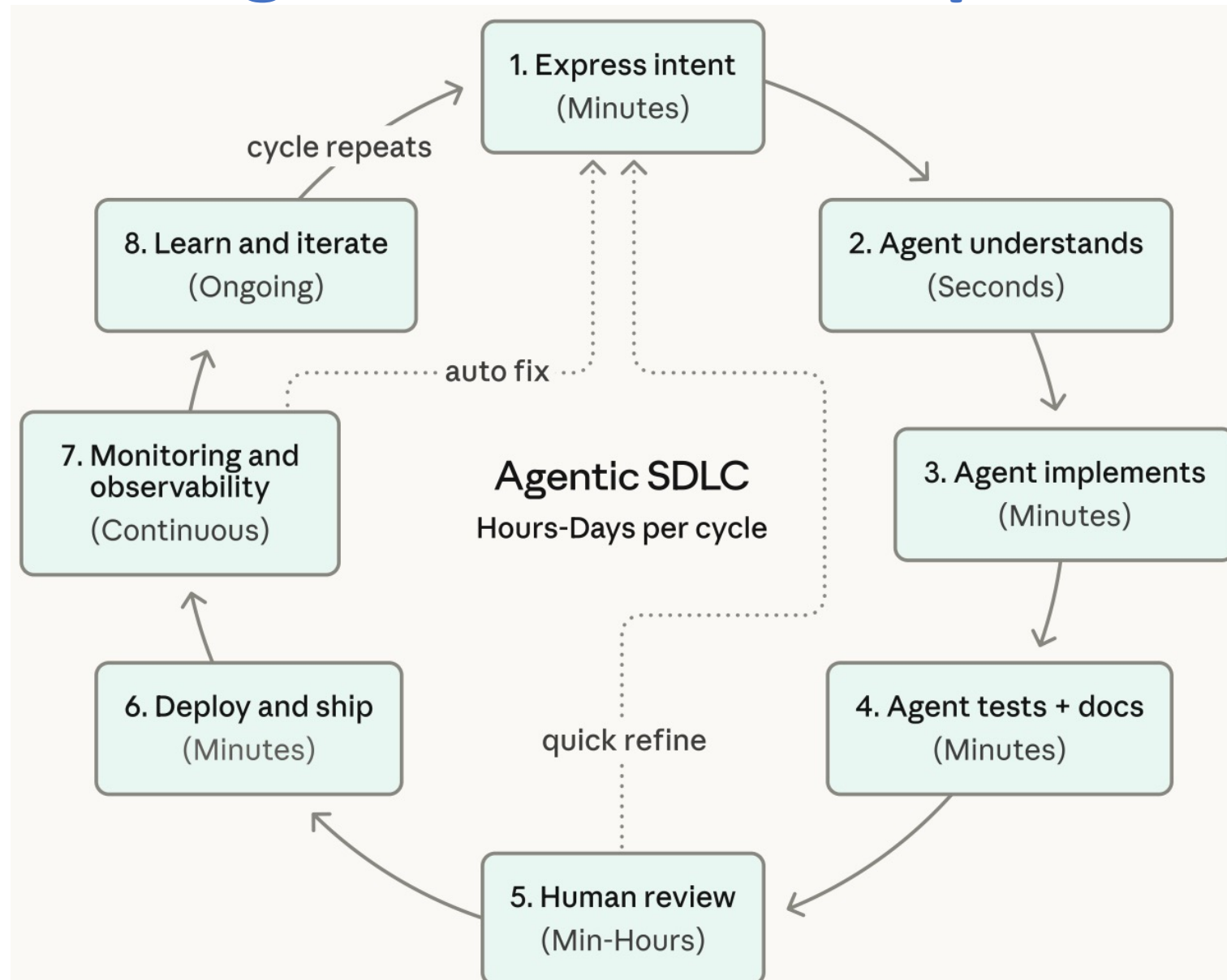
Software Engineering and Project Management



Agentic Coding Software Development Lifecycle



Agentic Coding Software Development Lifecycle

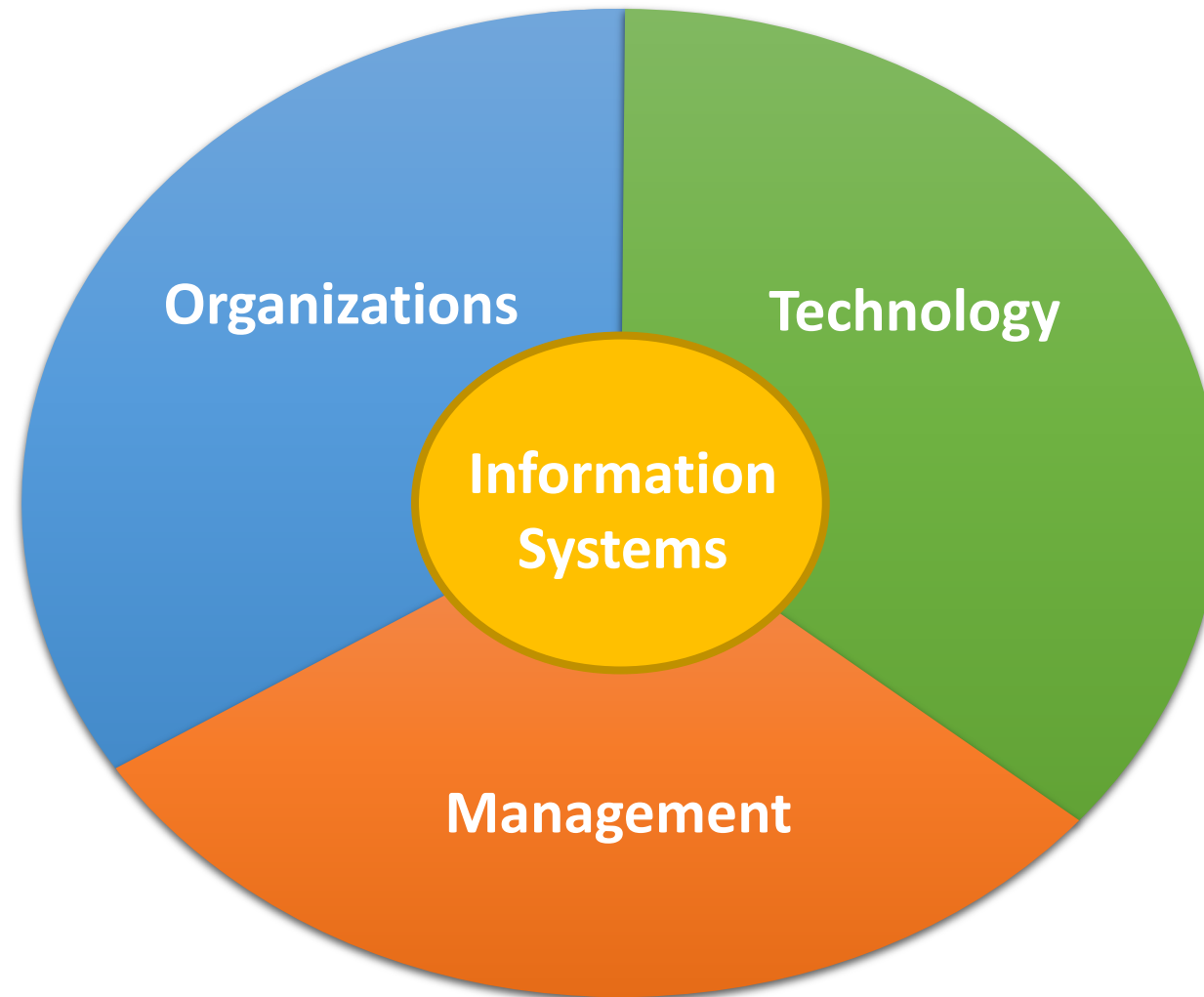


Information Management

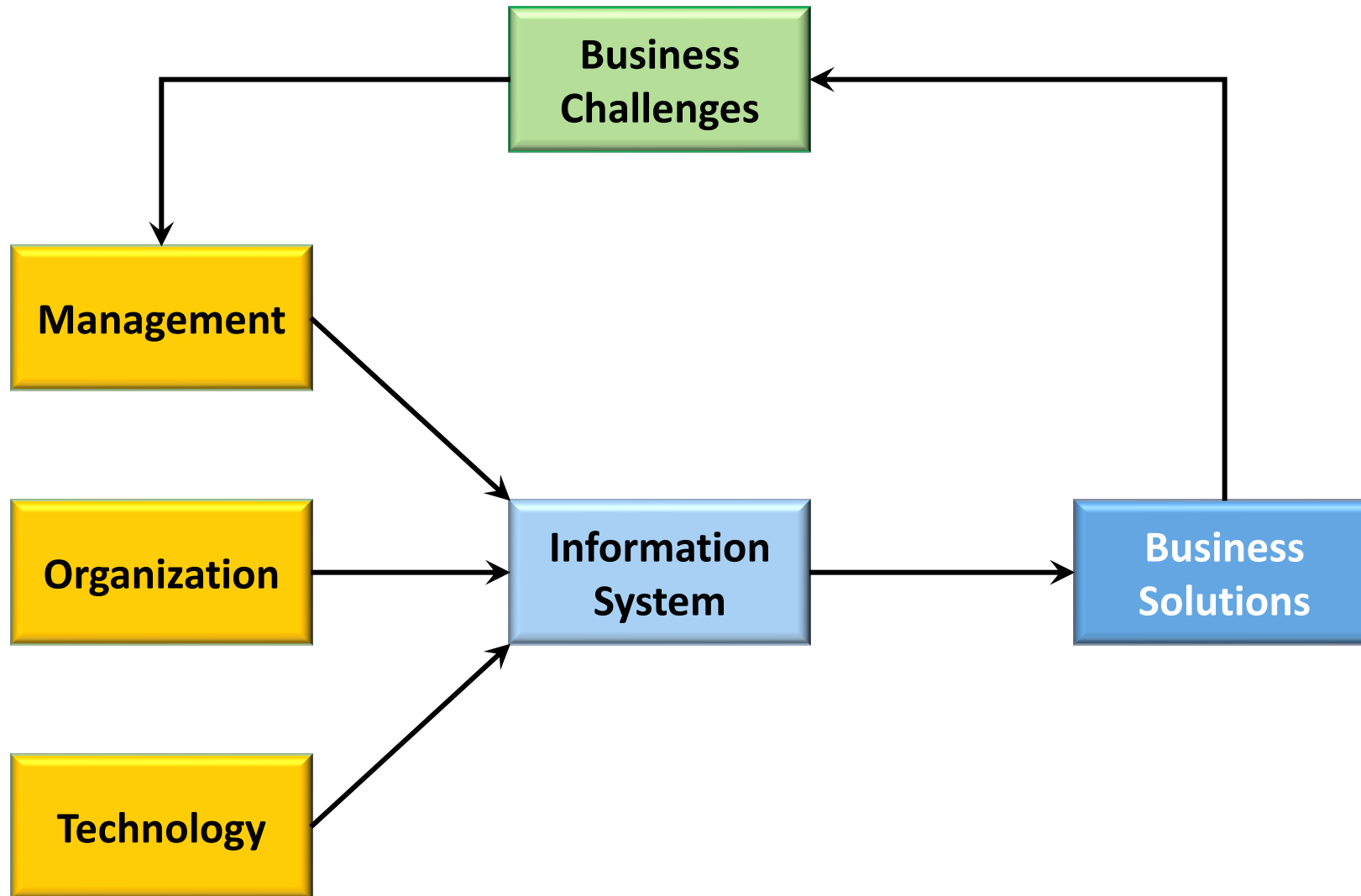
**Management
Information Systems (MIS)**

Information Systems

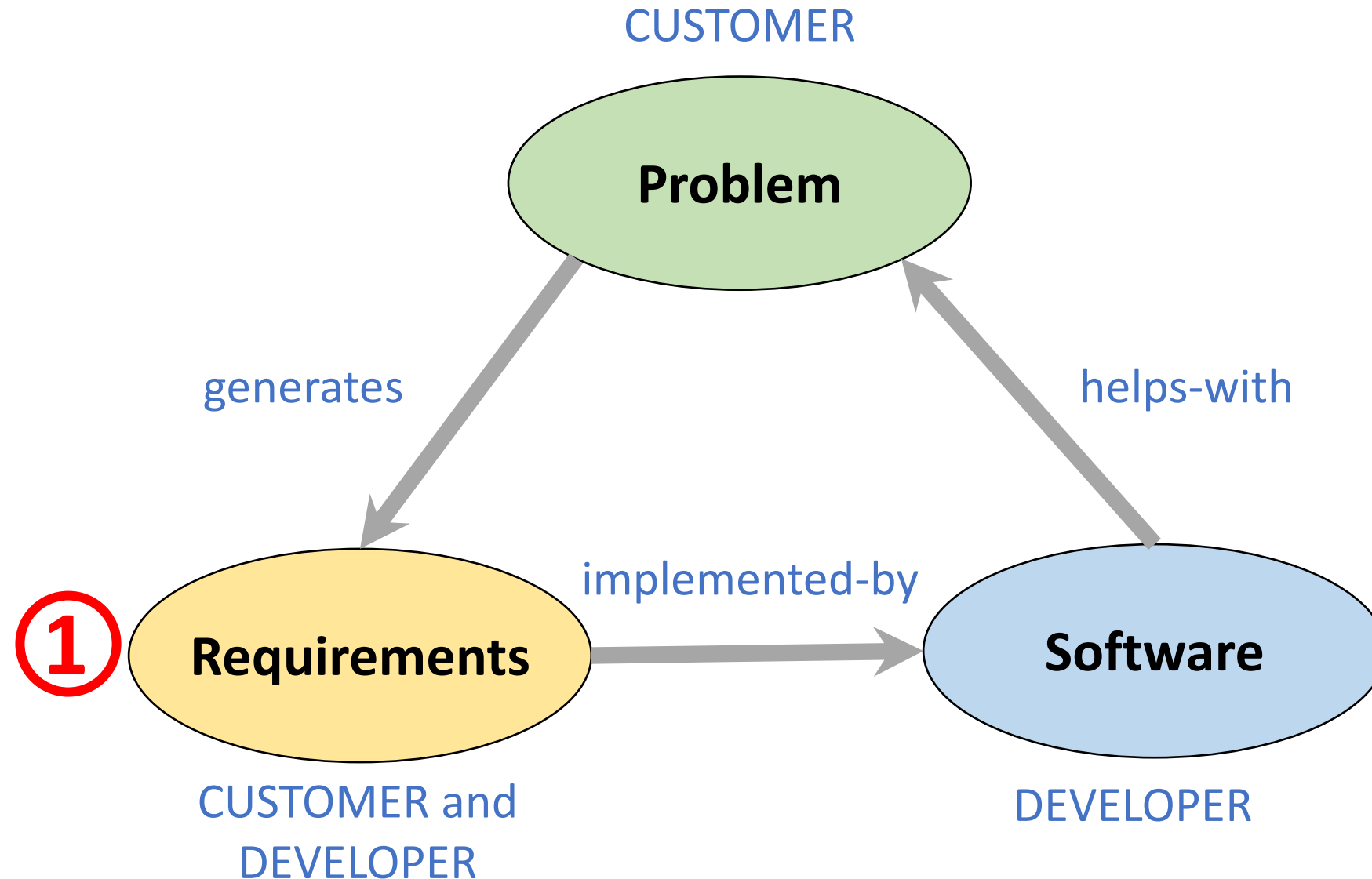
Information Management (MIS) Information Systems



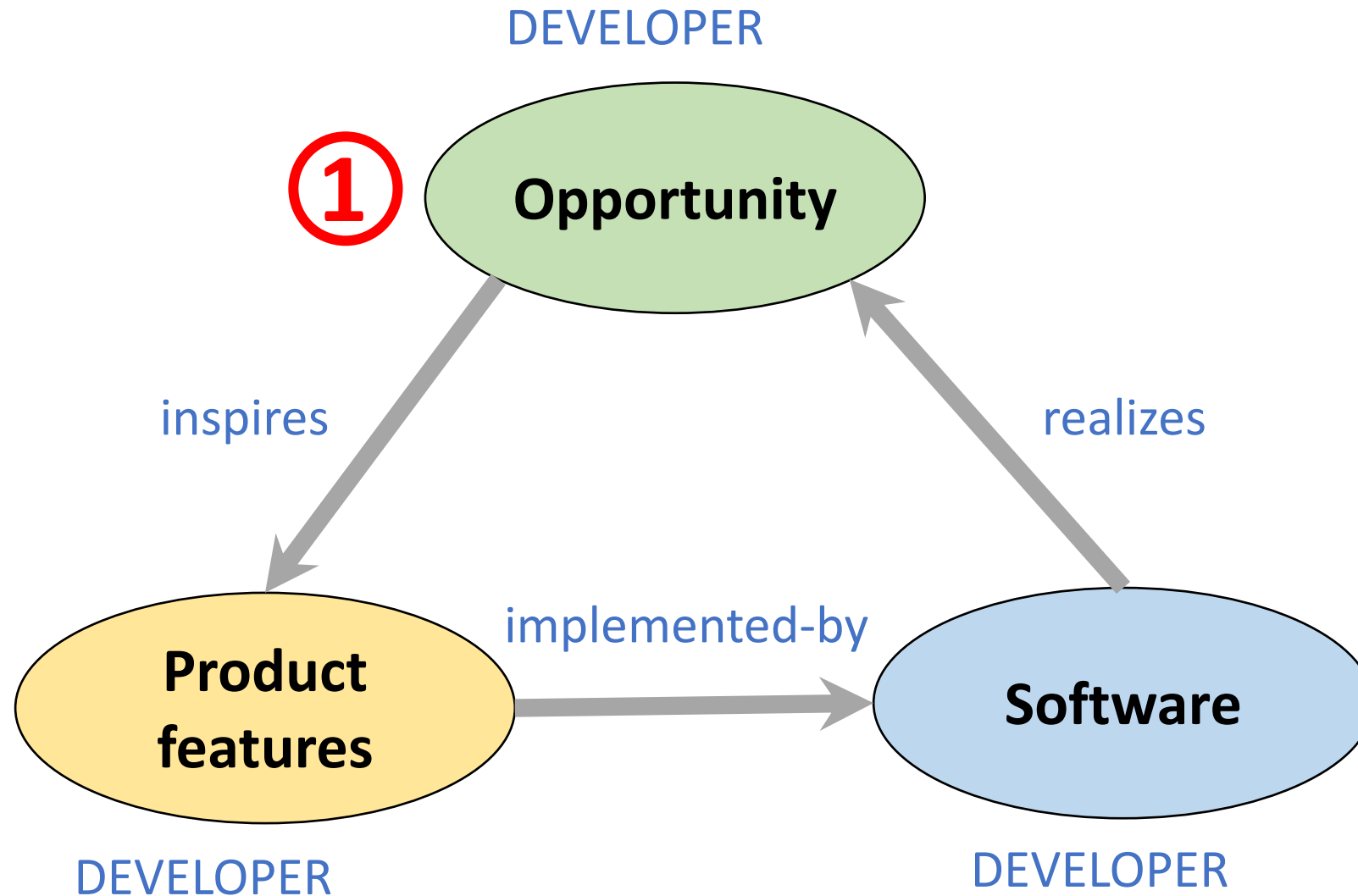
Fundamental MIS Concepts



Project-based software engineering

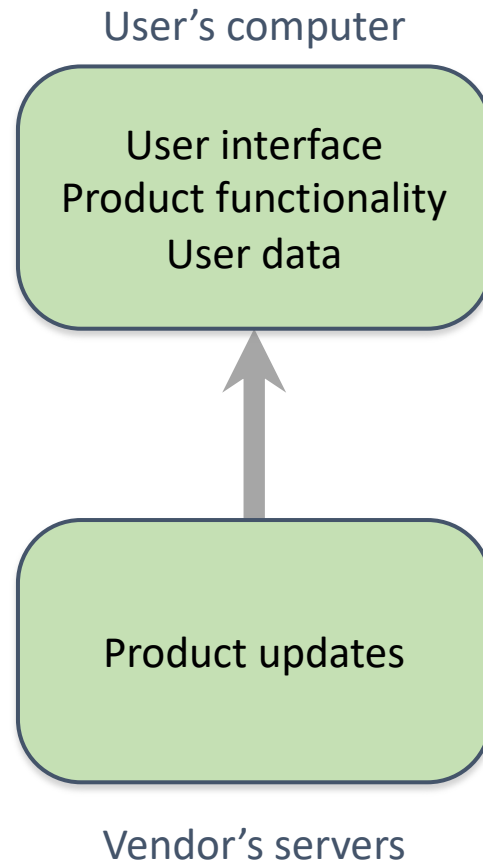


Product software engineering

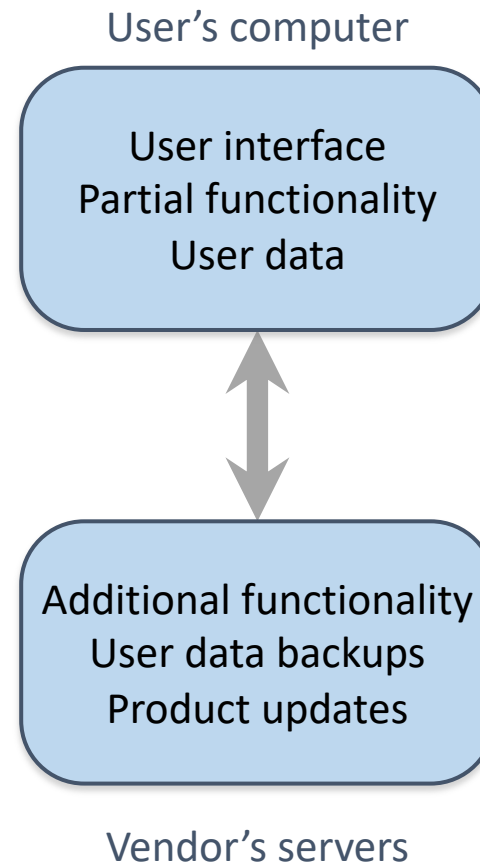


Software execution models

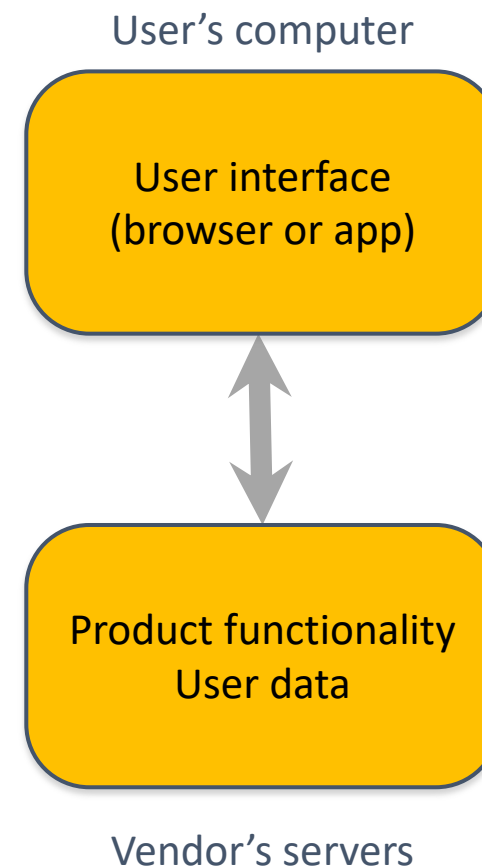
Stand-alone execution



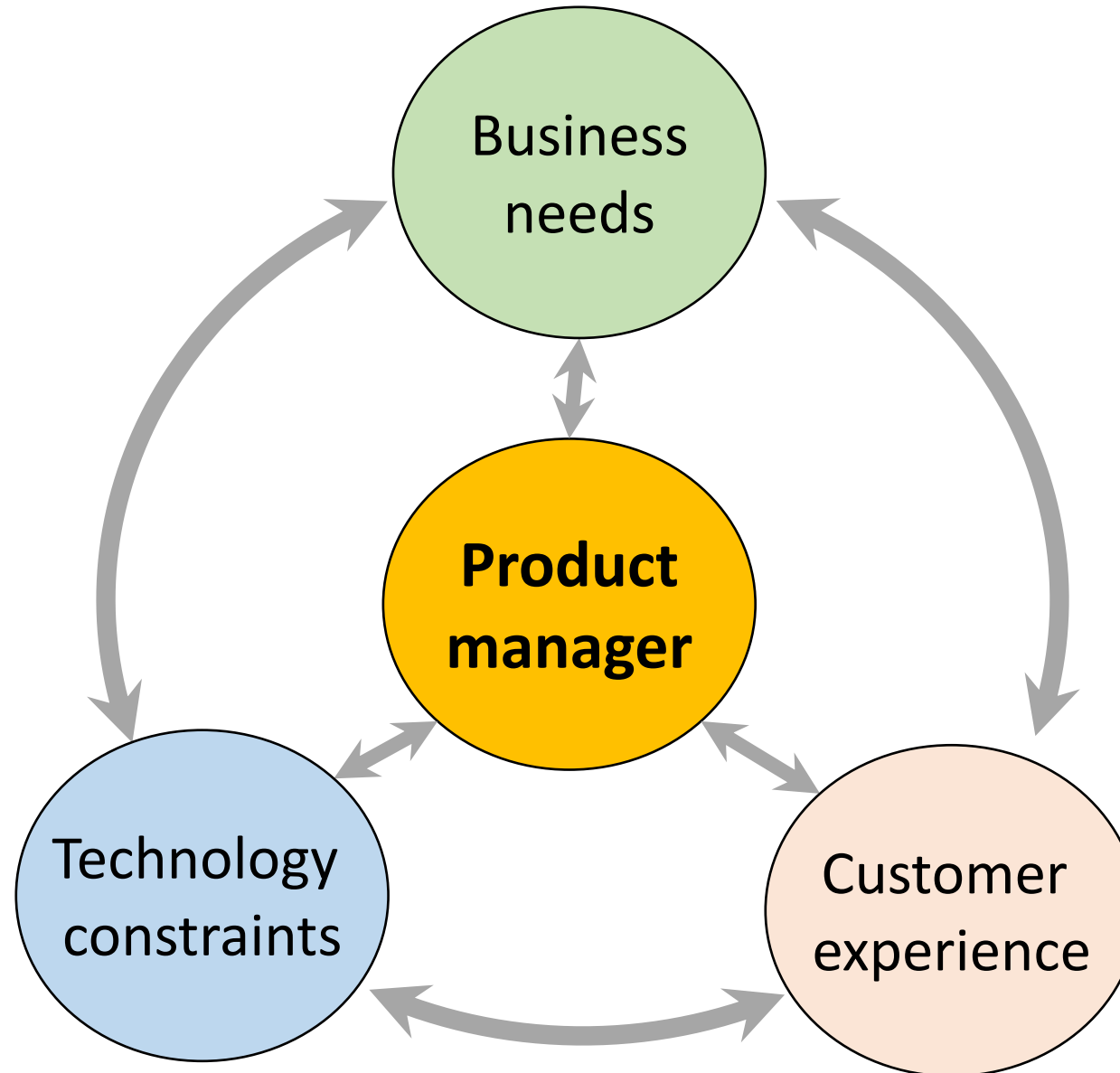
Hybrid execution



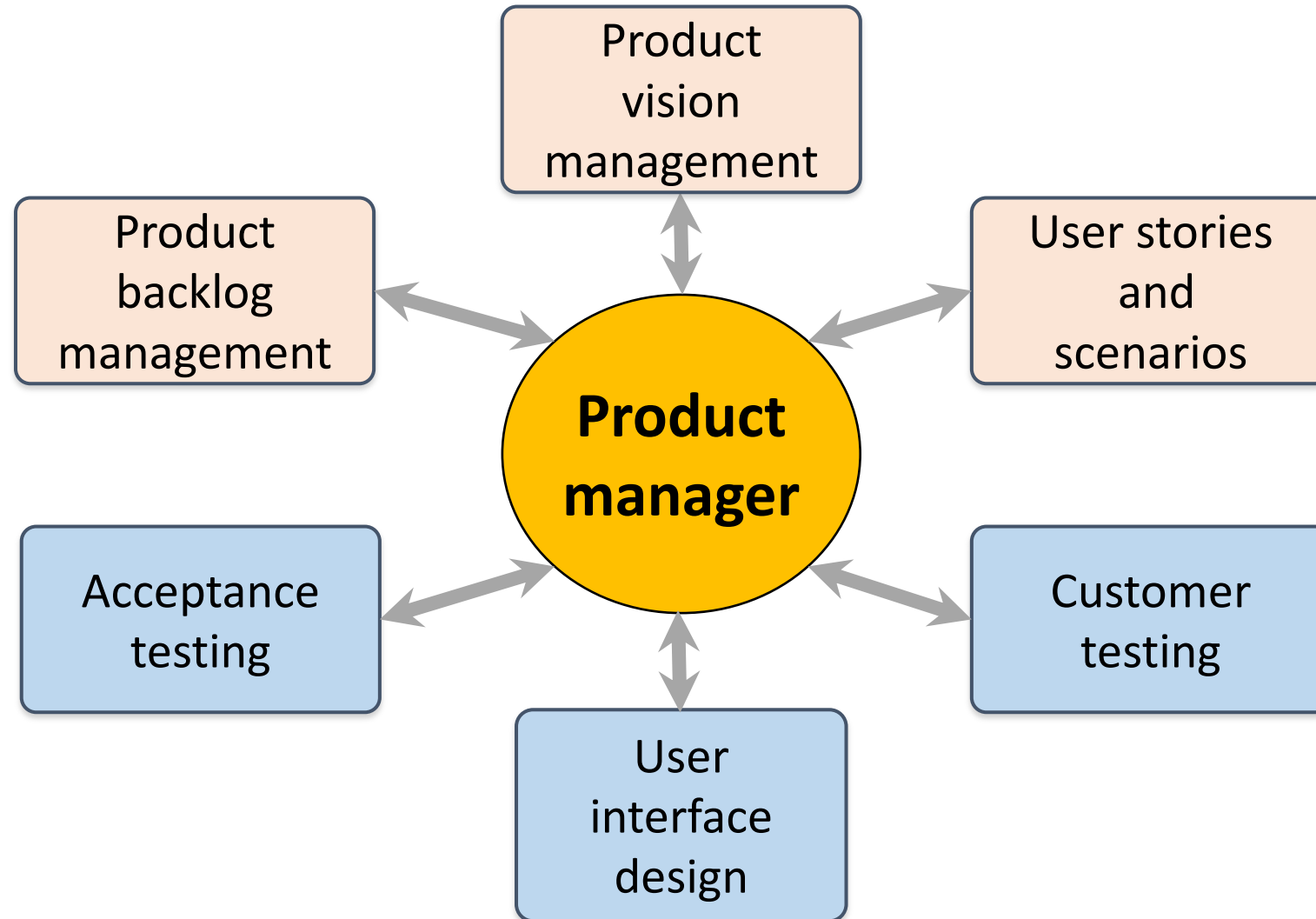
Software as a service



Product management concerns

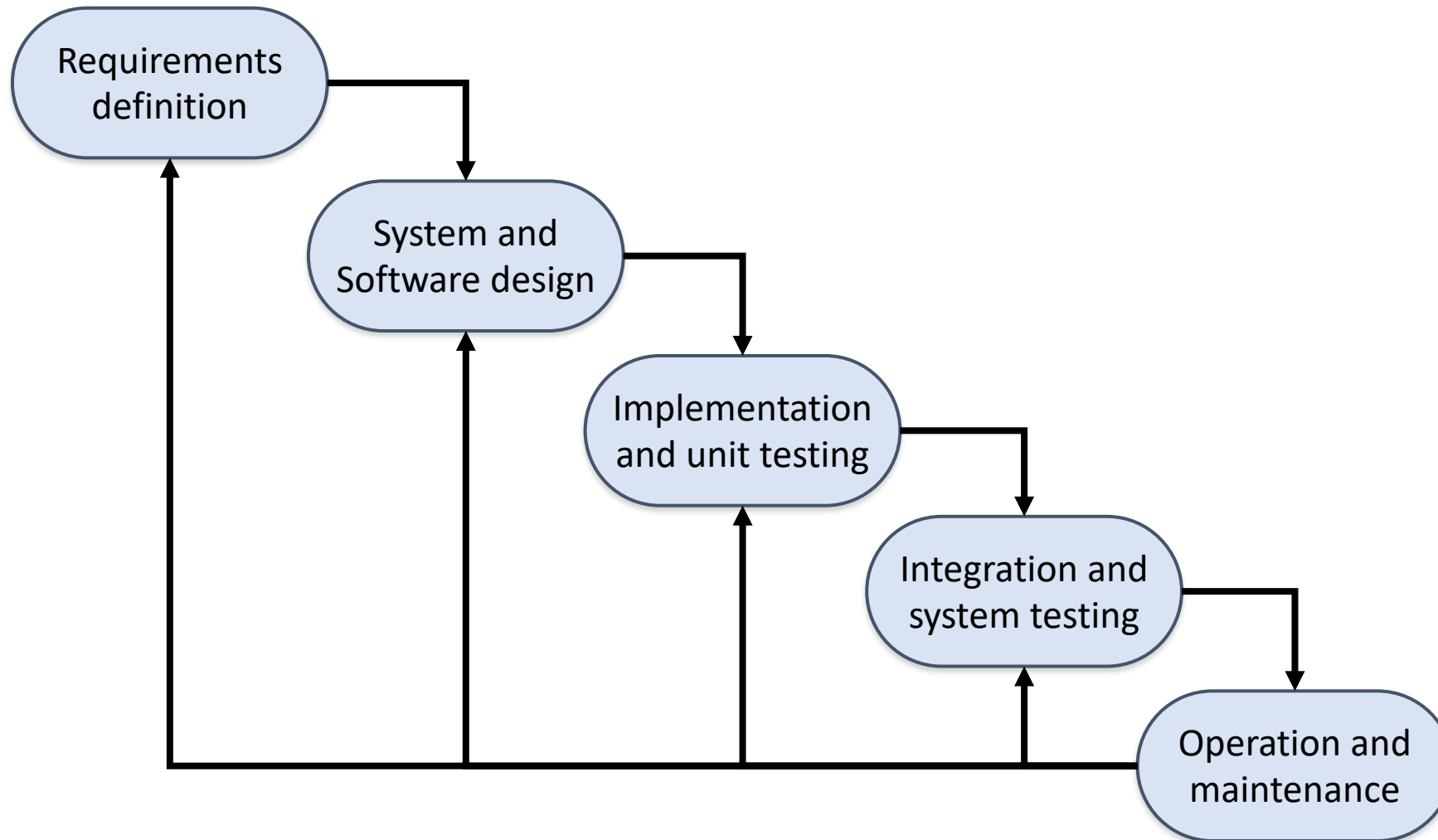


Technical interactions of product managers



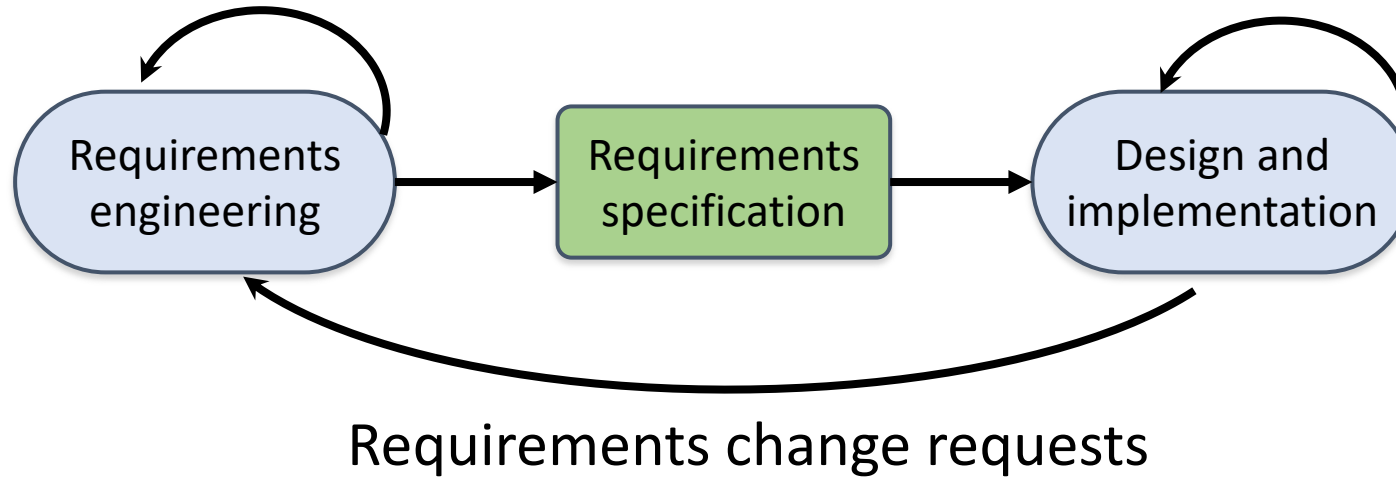
Software Development Life Cycle (SDLC)

The waterfall model



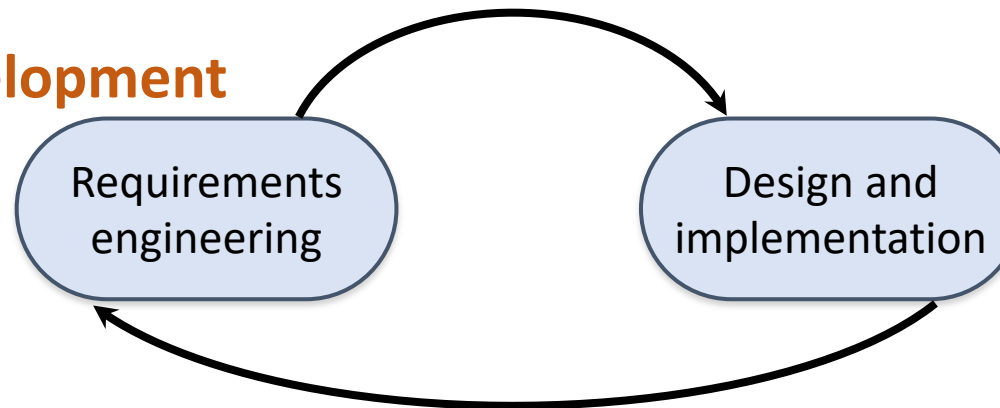
Plan-based and Agile development

Plan-based development

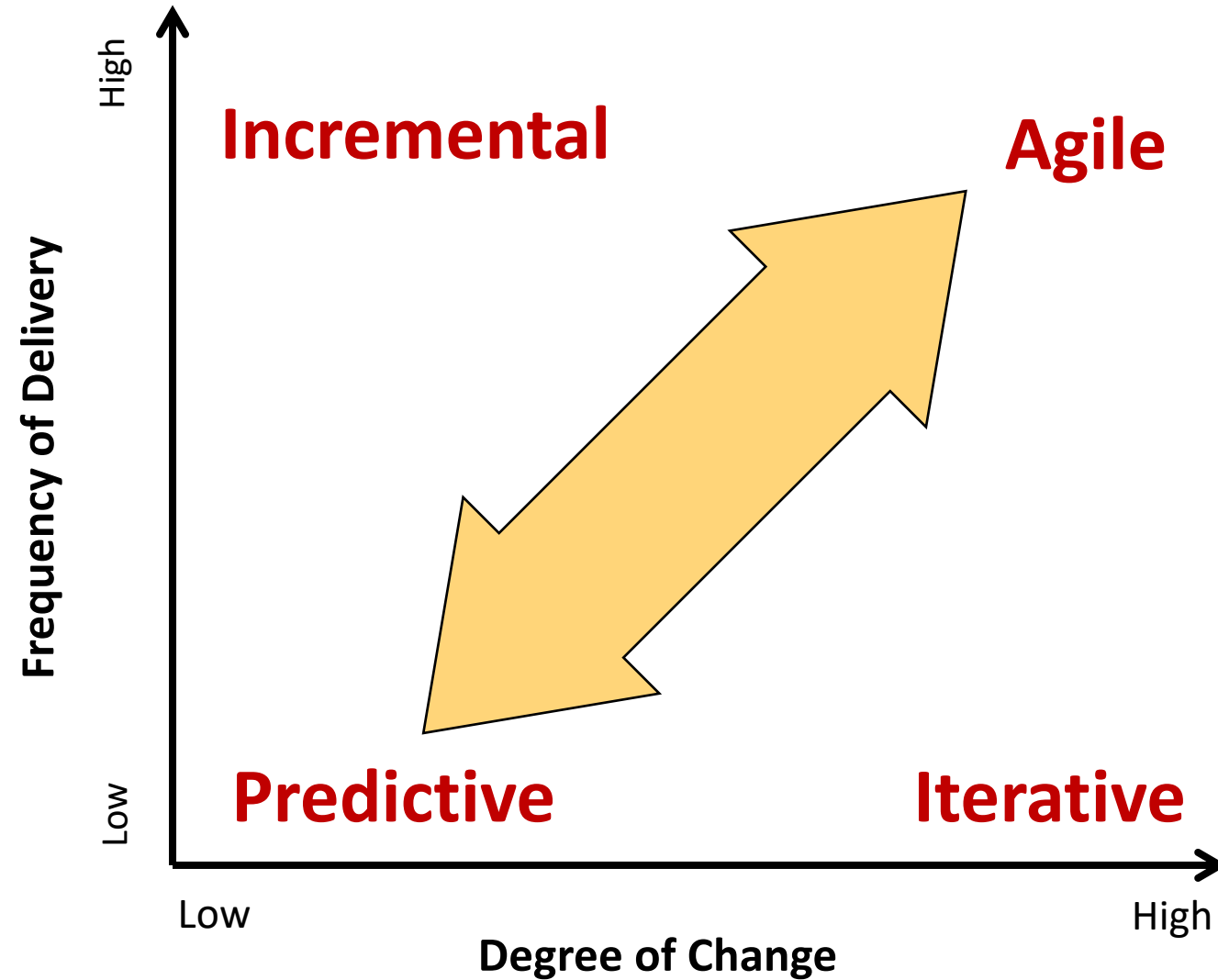


Requirements change requests

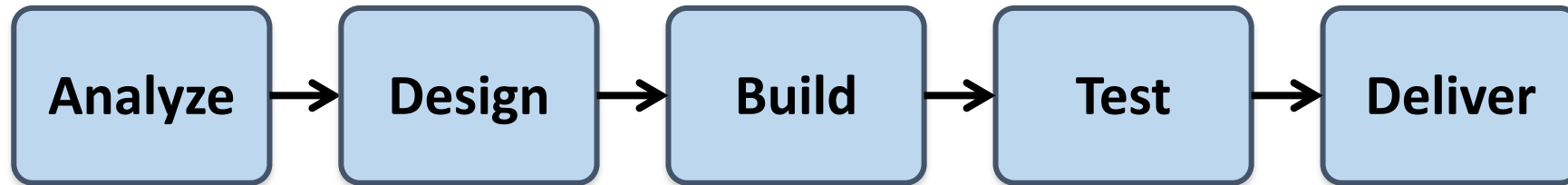
Agile development



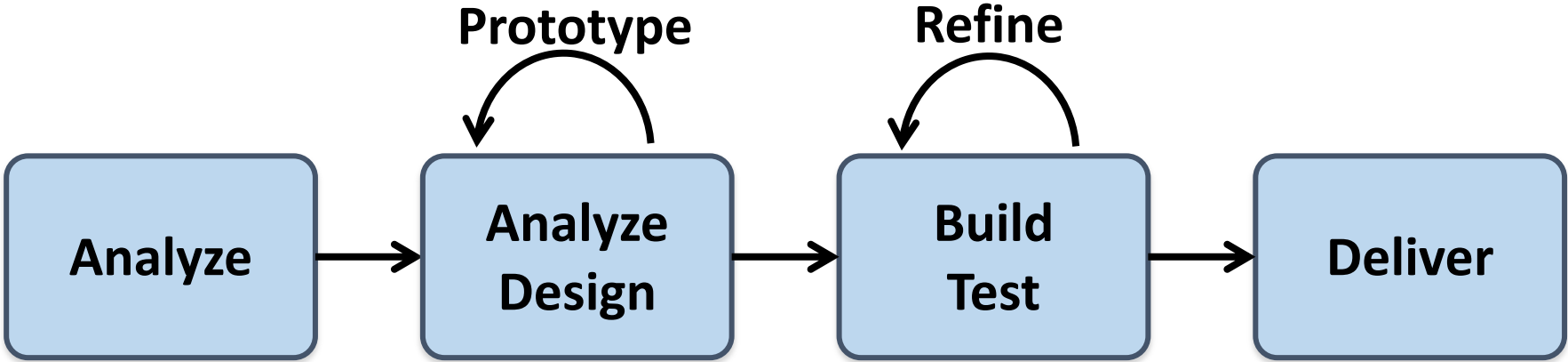
The Continuum of Life Cycles



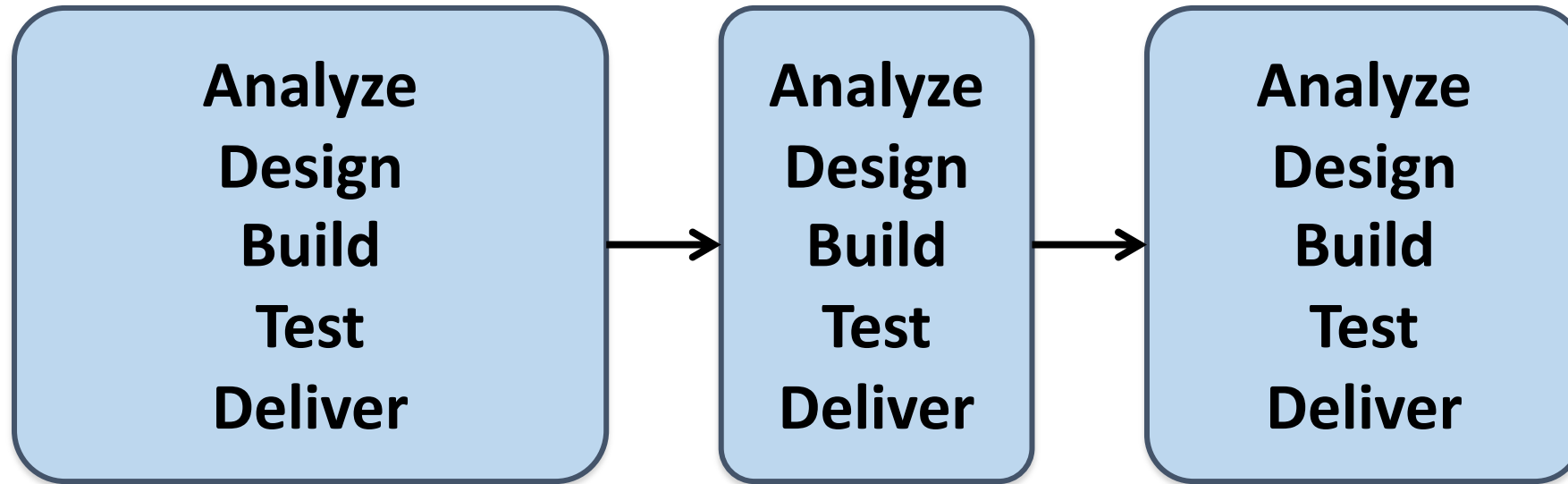
Predictive Life Cycle



Iterative Life Cycle

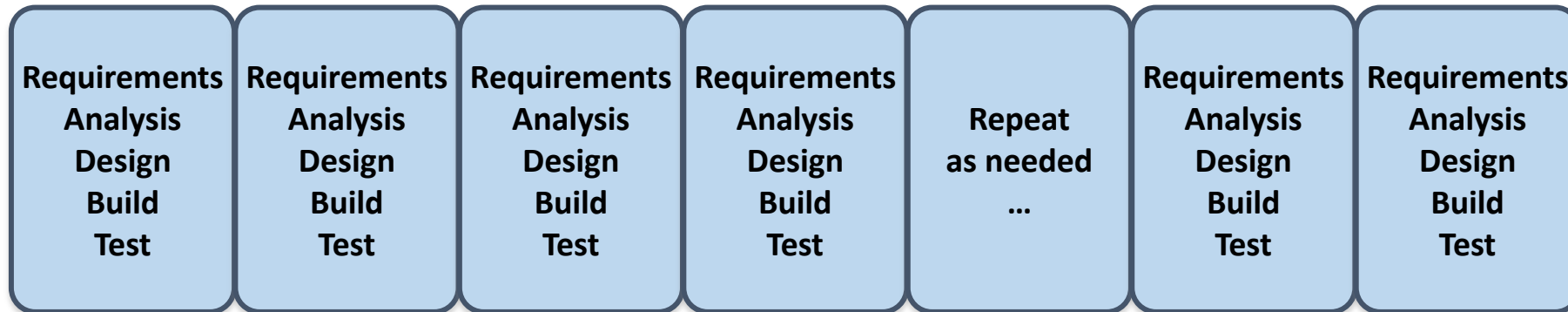


A Life Cycle of Varying-Sized Increments

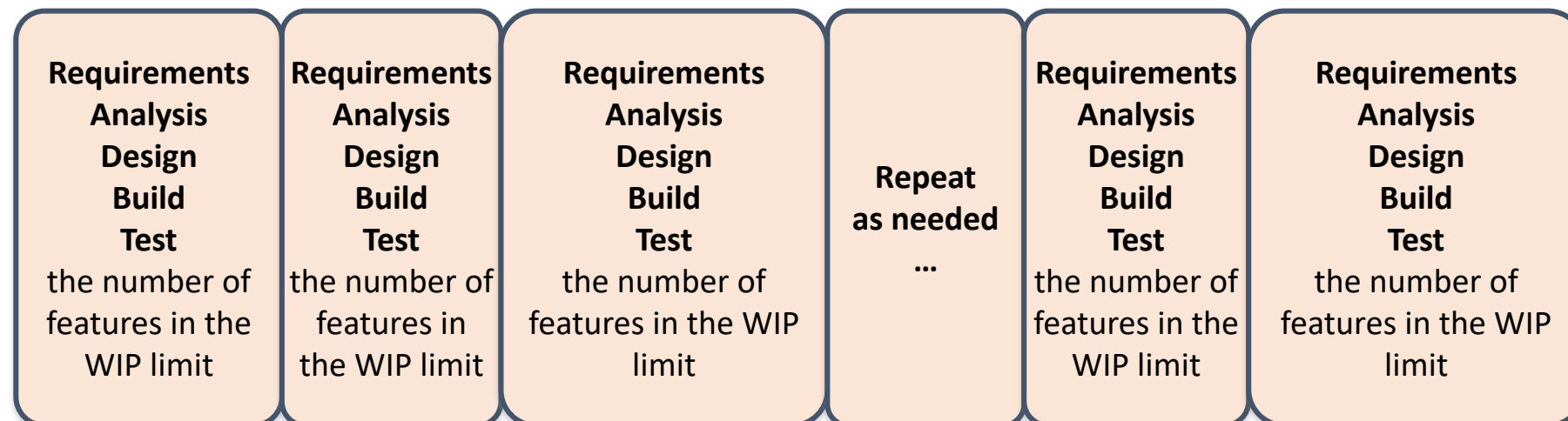


Iteration-Based and Flow-Based Agile Life Cycles

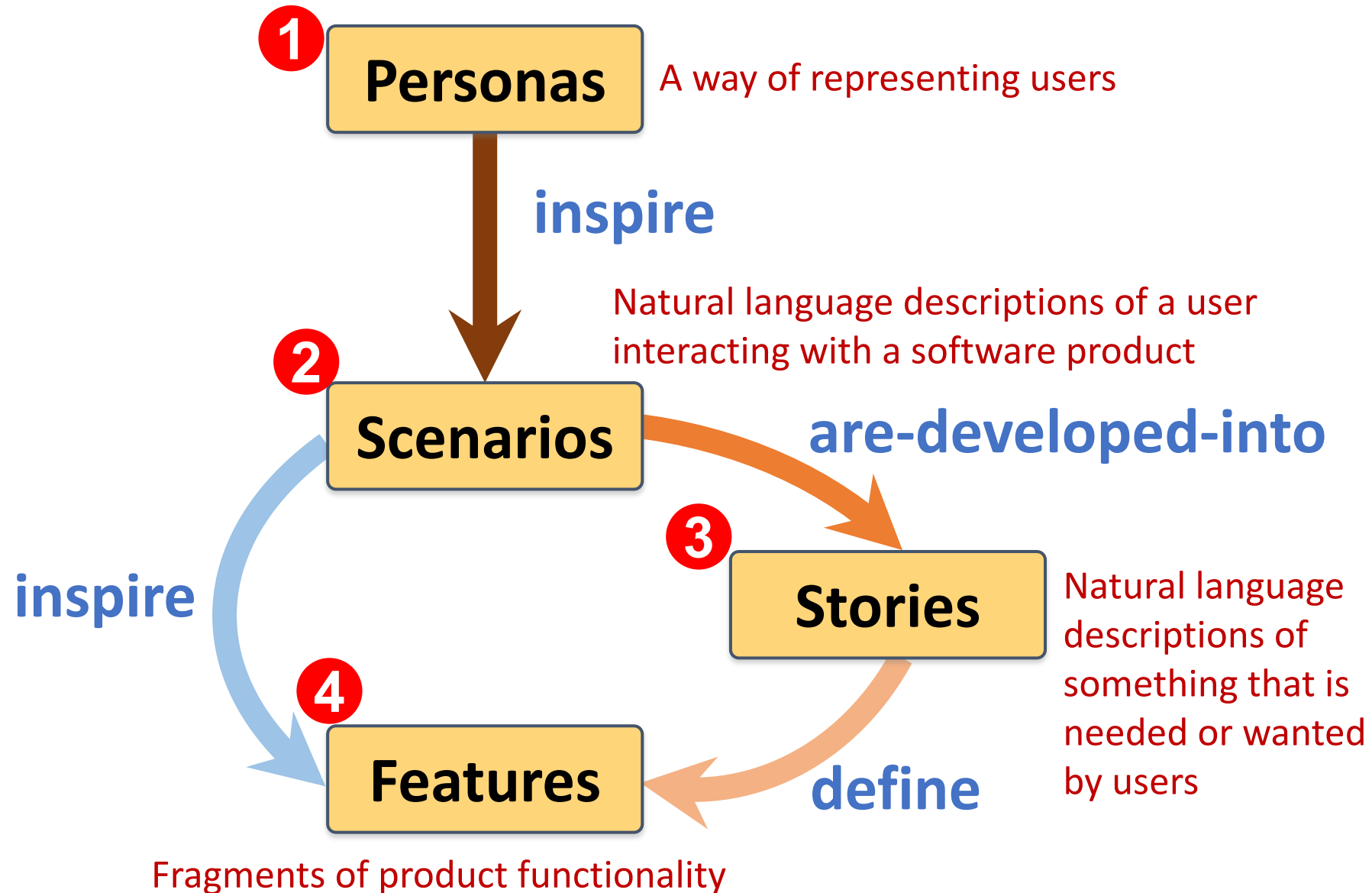
Iteration-Based Agile



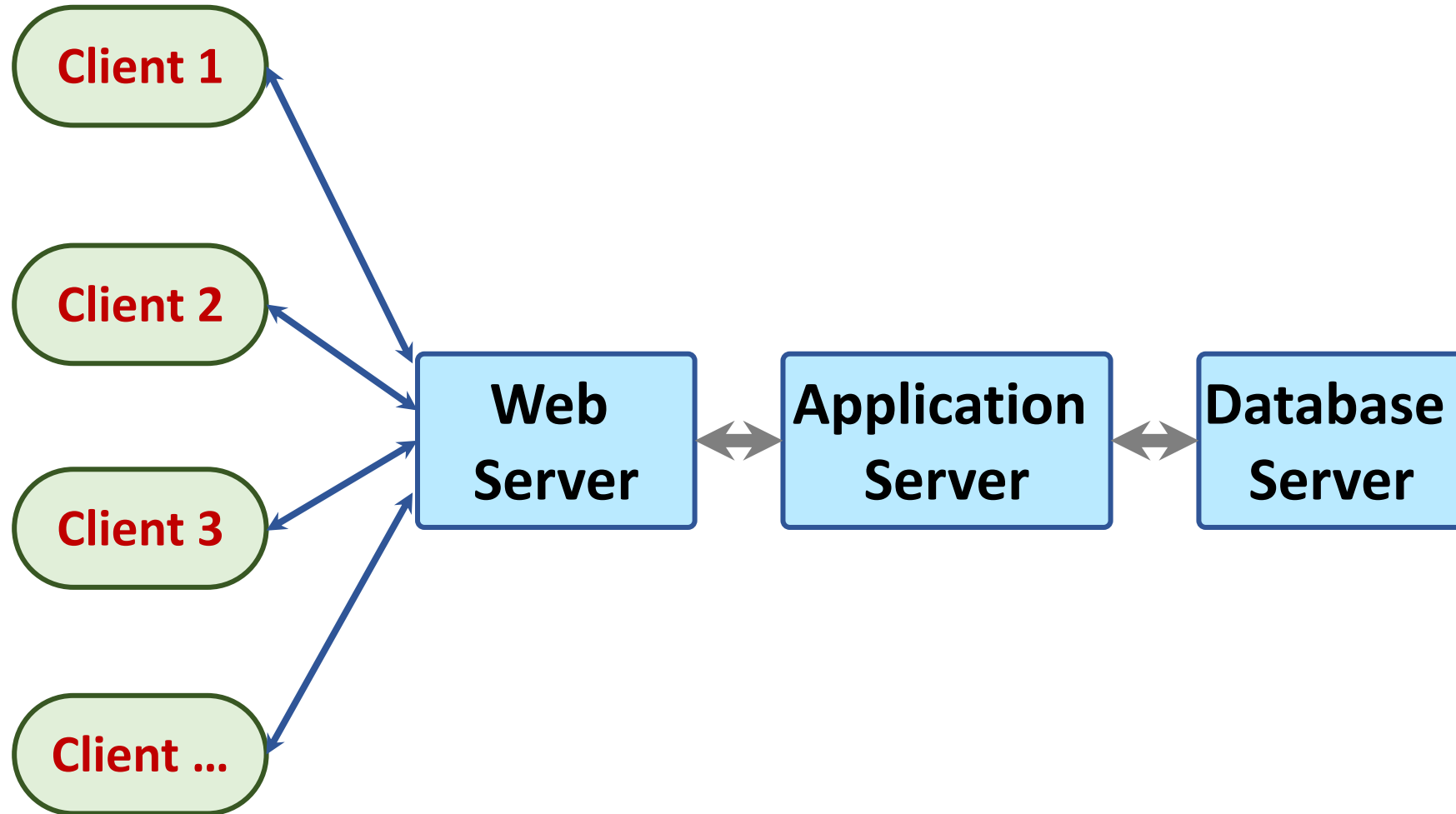
Flow-Based Agile



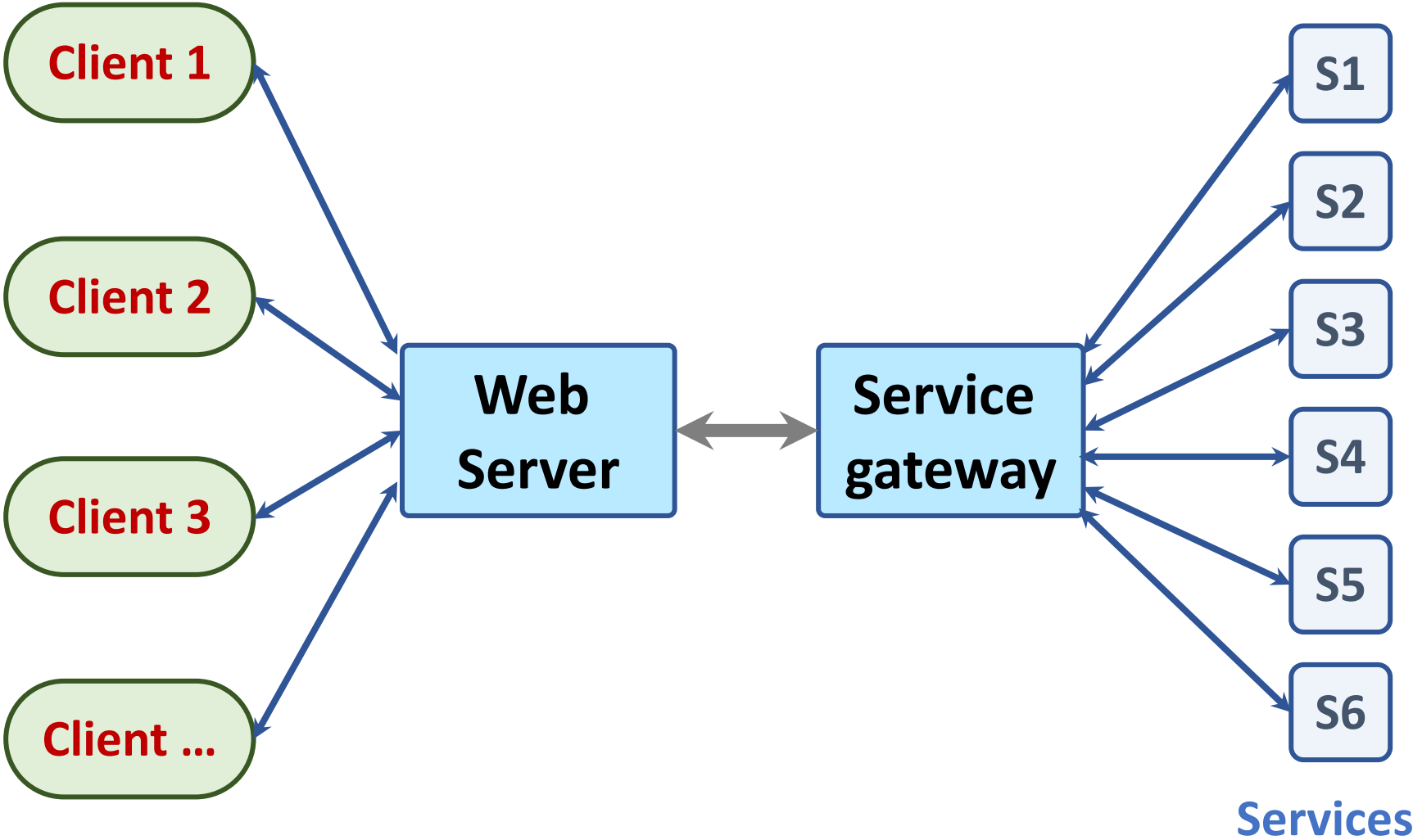
From personas to features



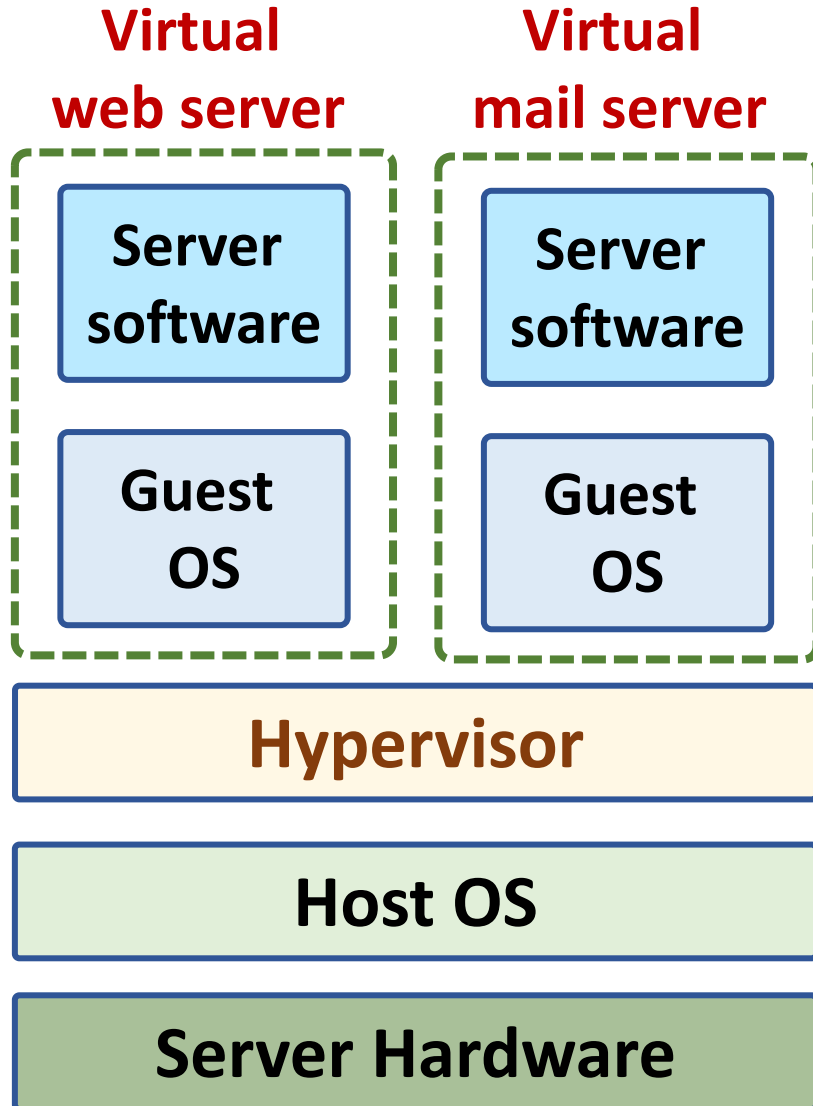
Multi-tier client-server architecture



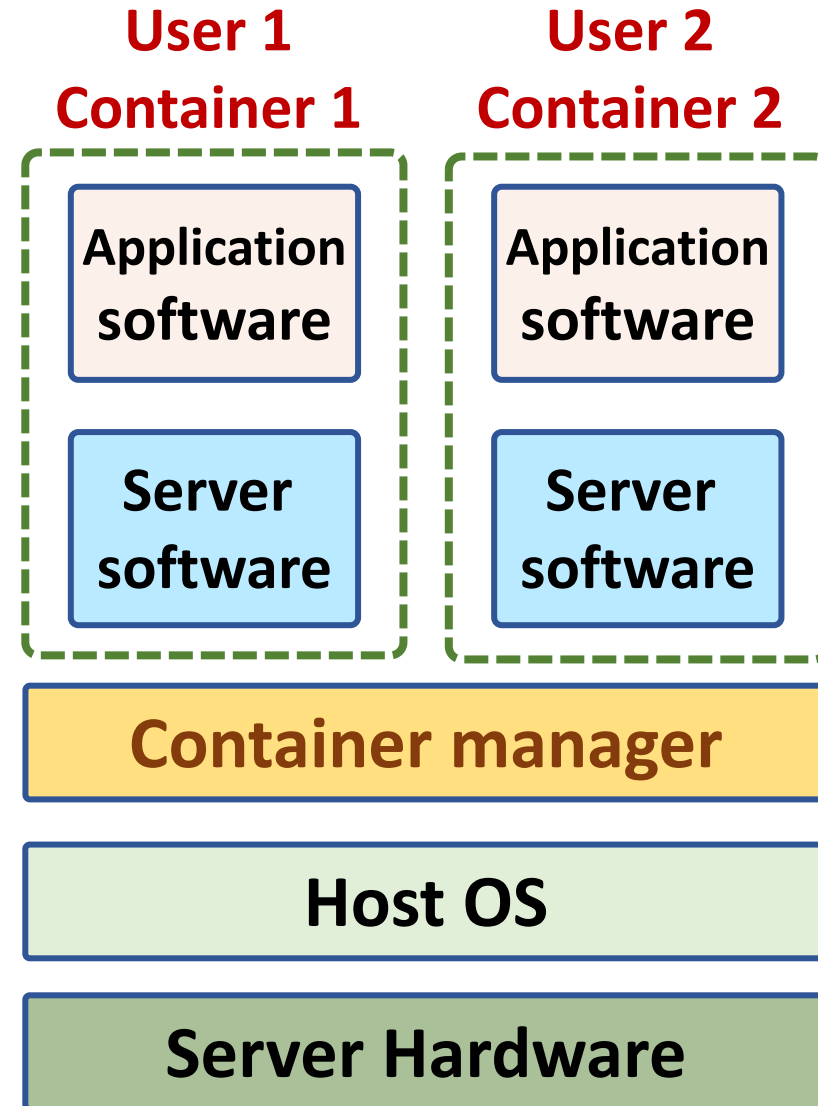
Service-oriented Architecture



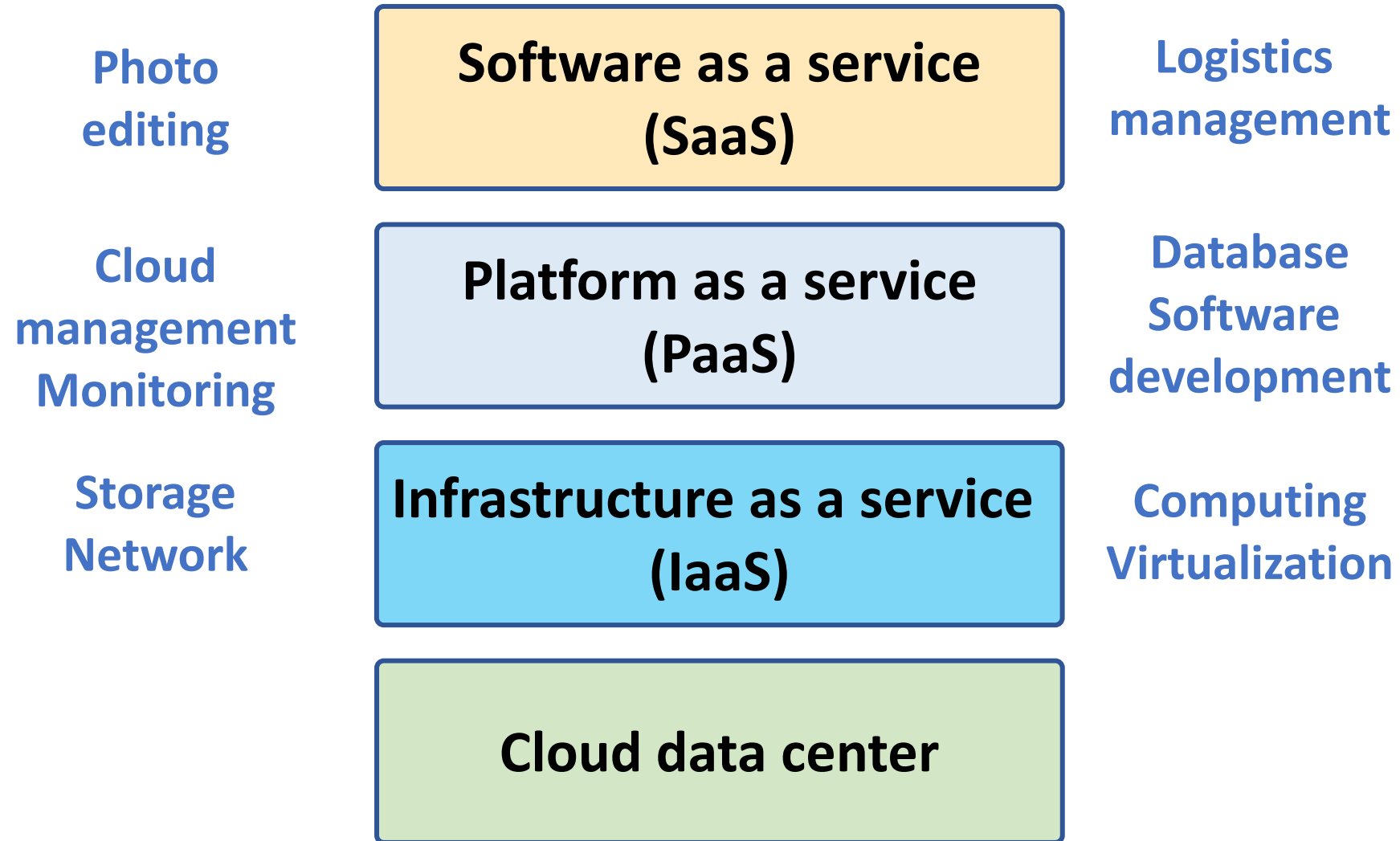
VM



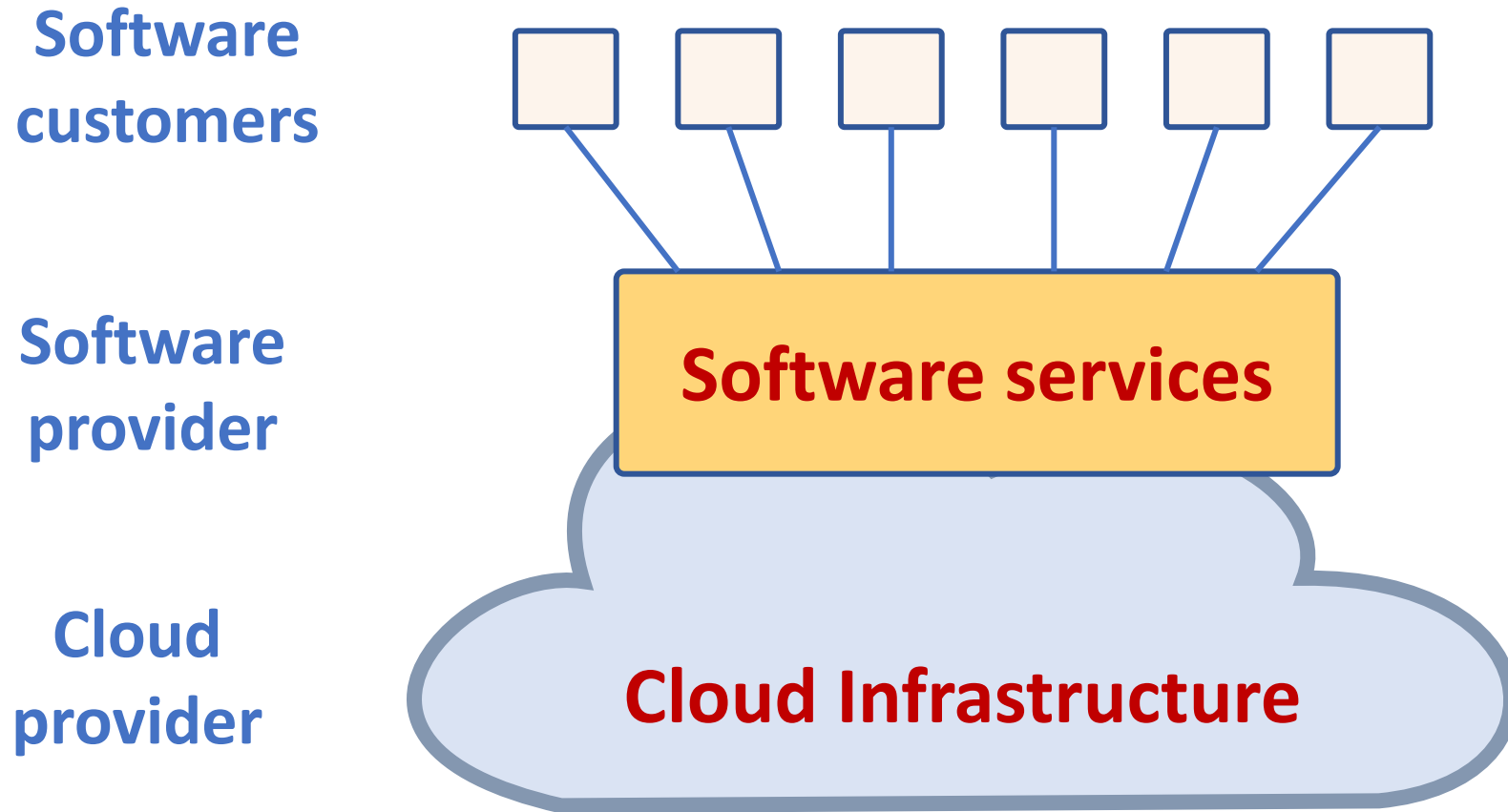
Container



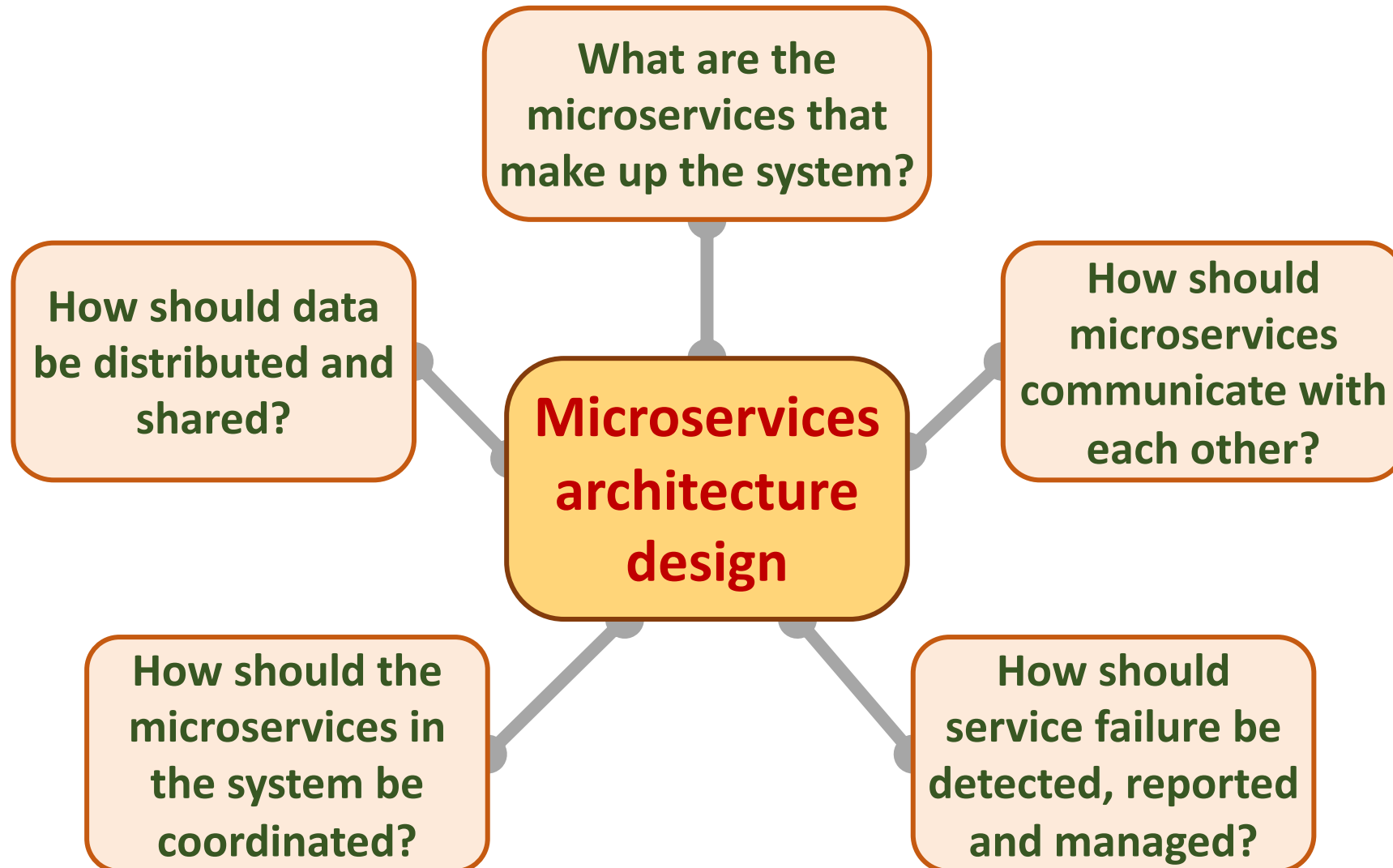
Everything as a service



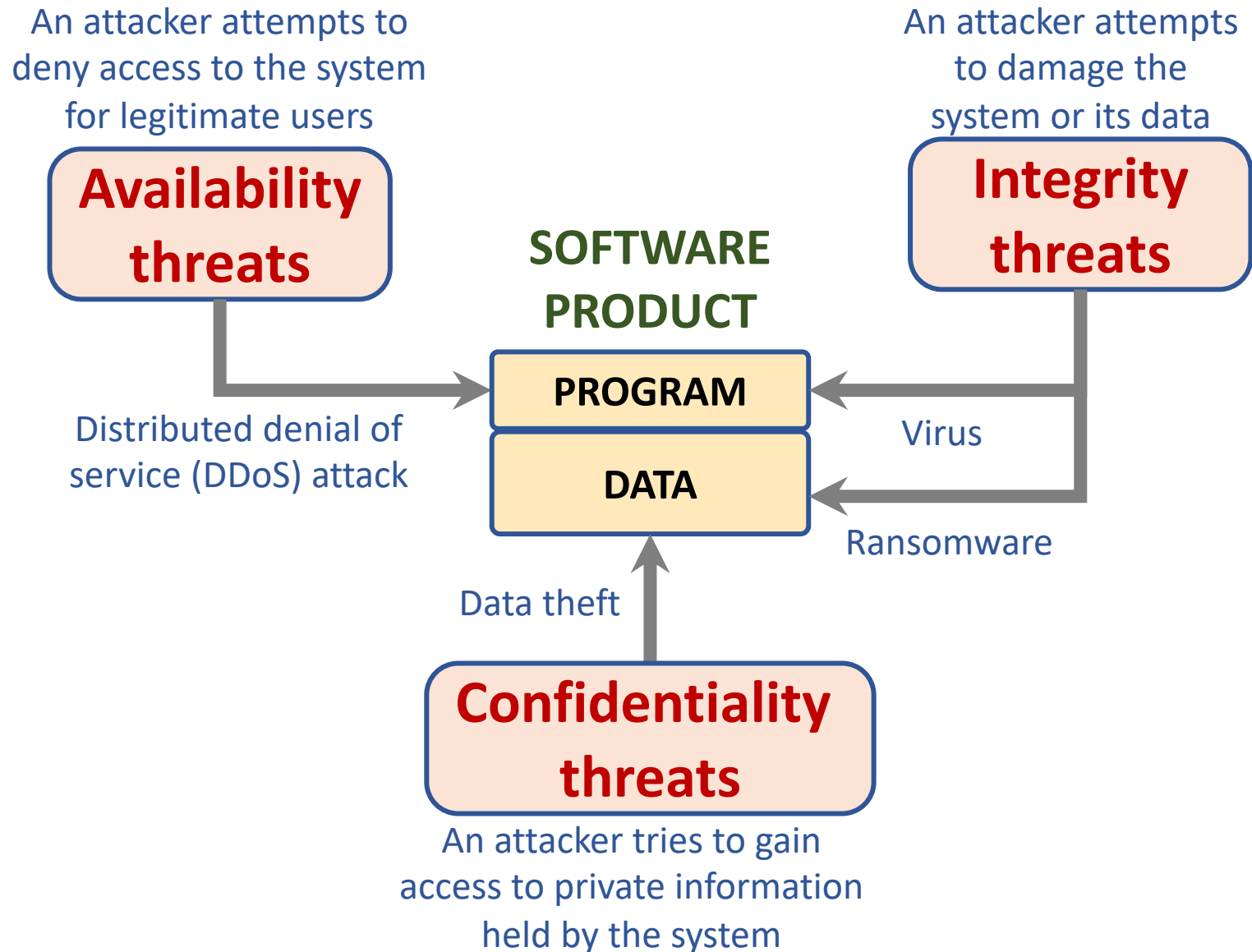
Software as a service



Microservices architecture – key design questions



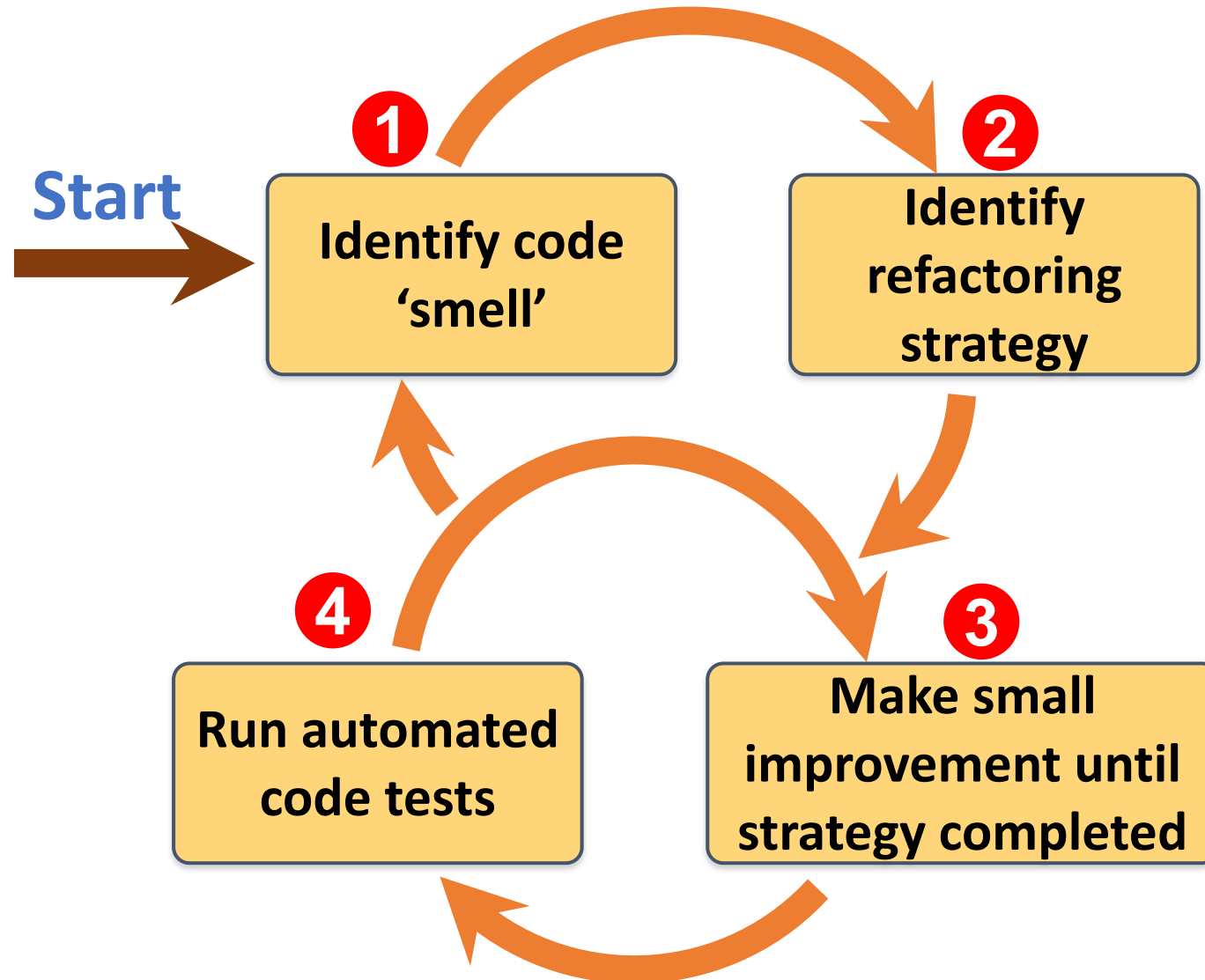
Types of security threat



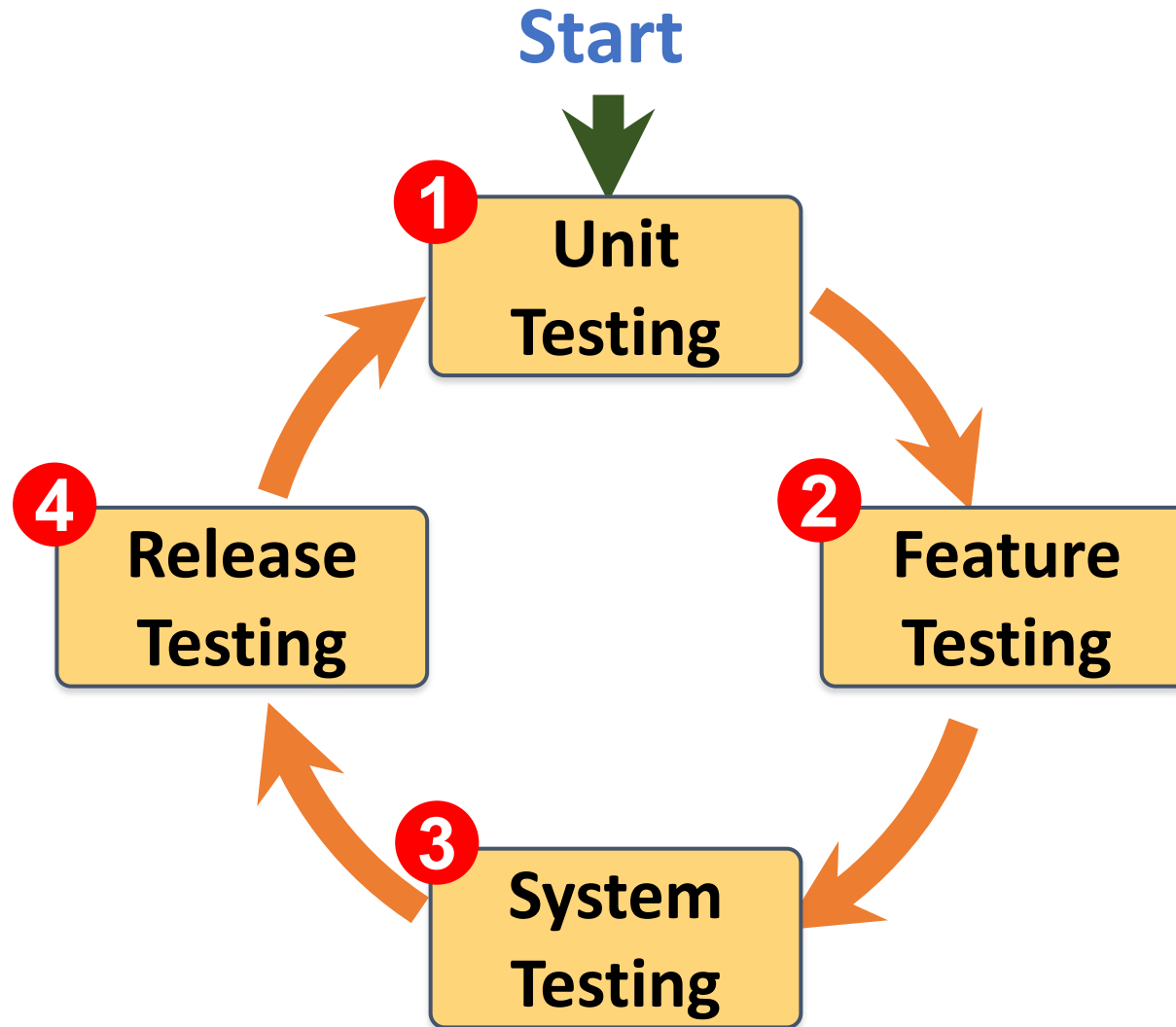
Software product quality attributes



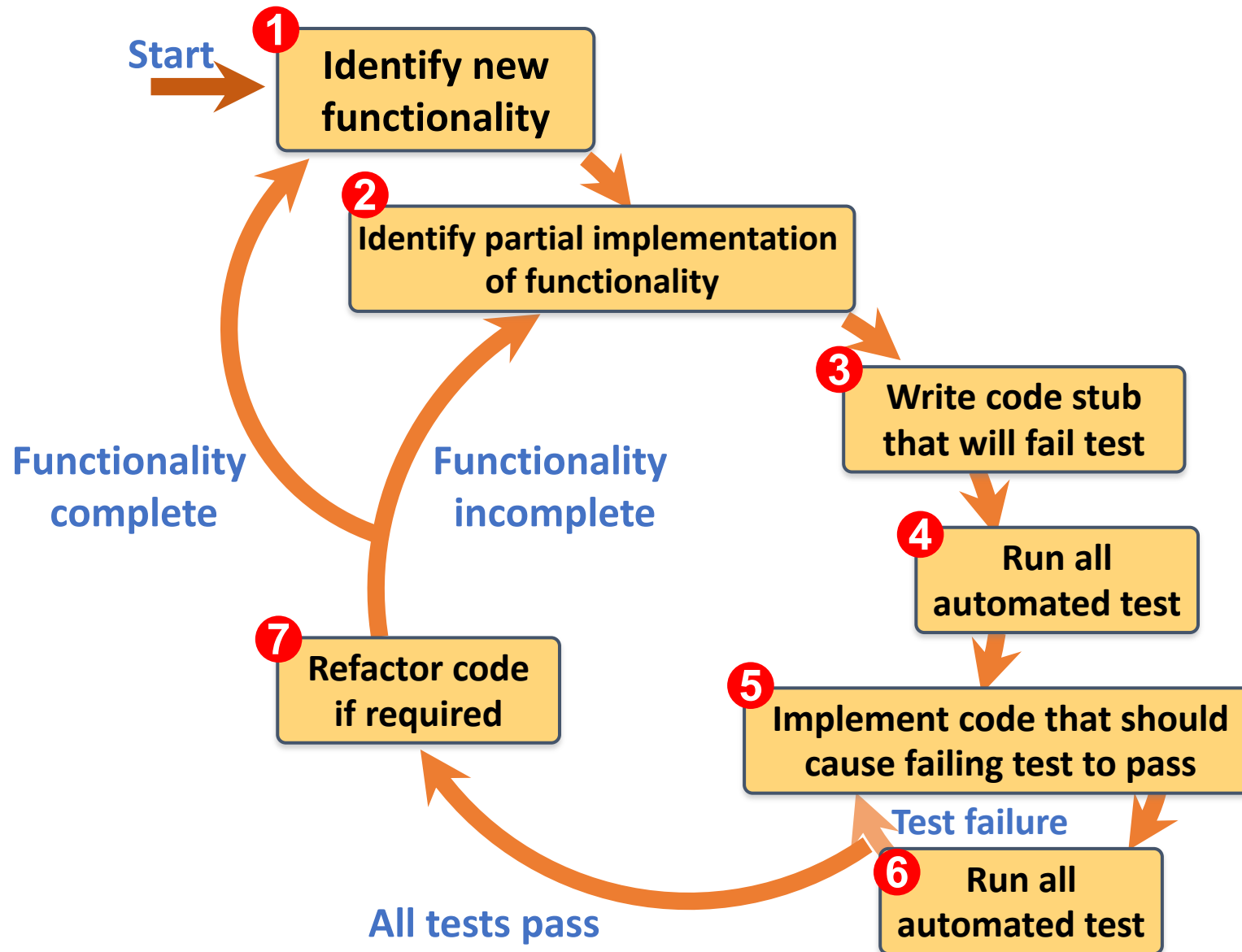
A refactoring process



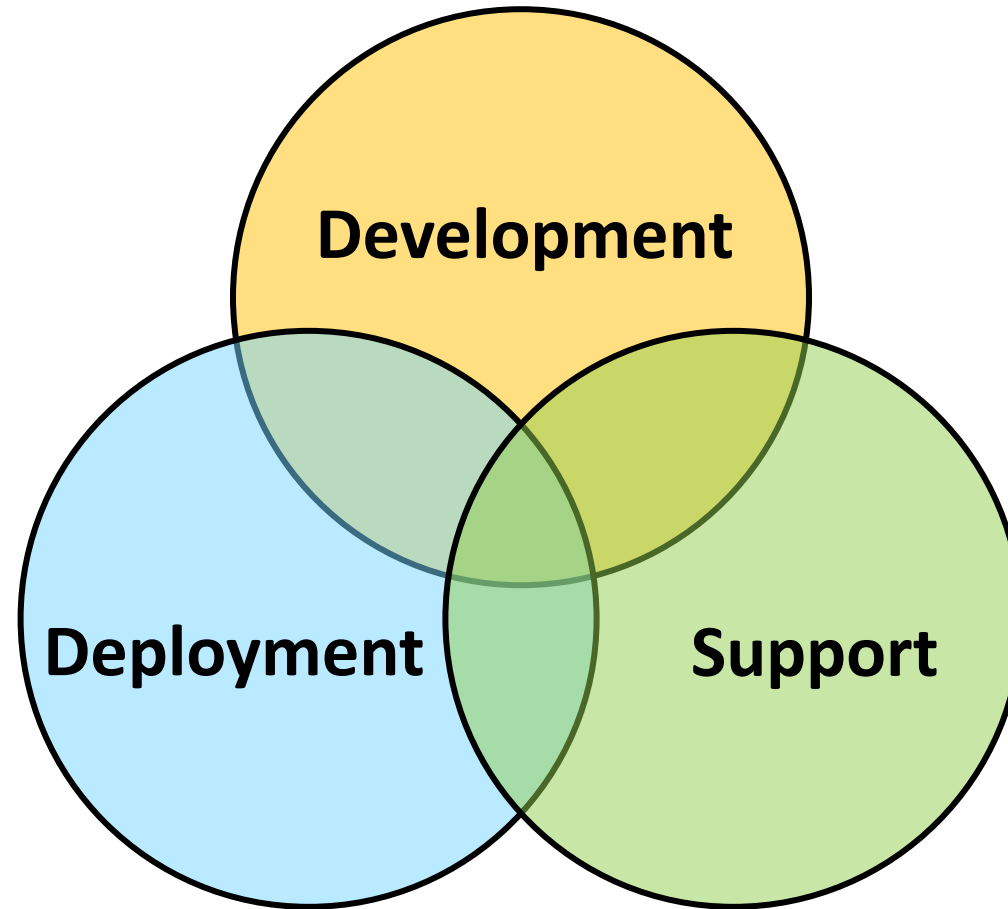
Functional testing



Test-driven development (TDD)

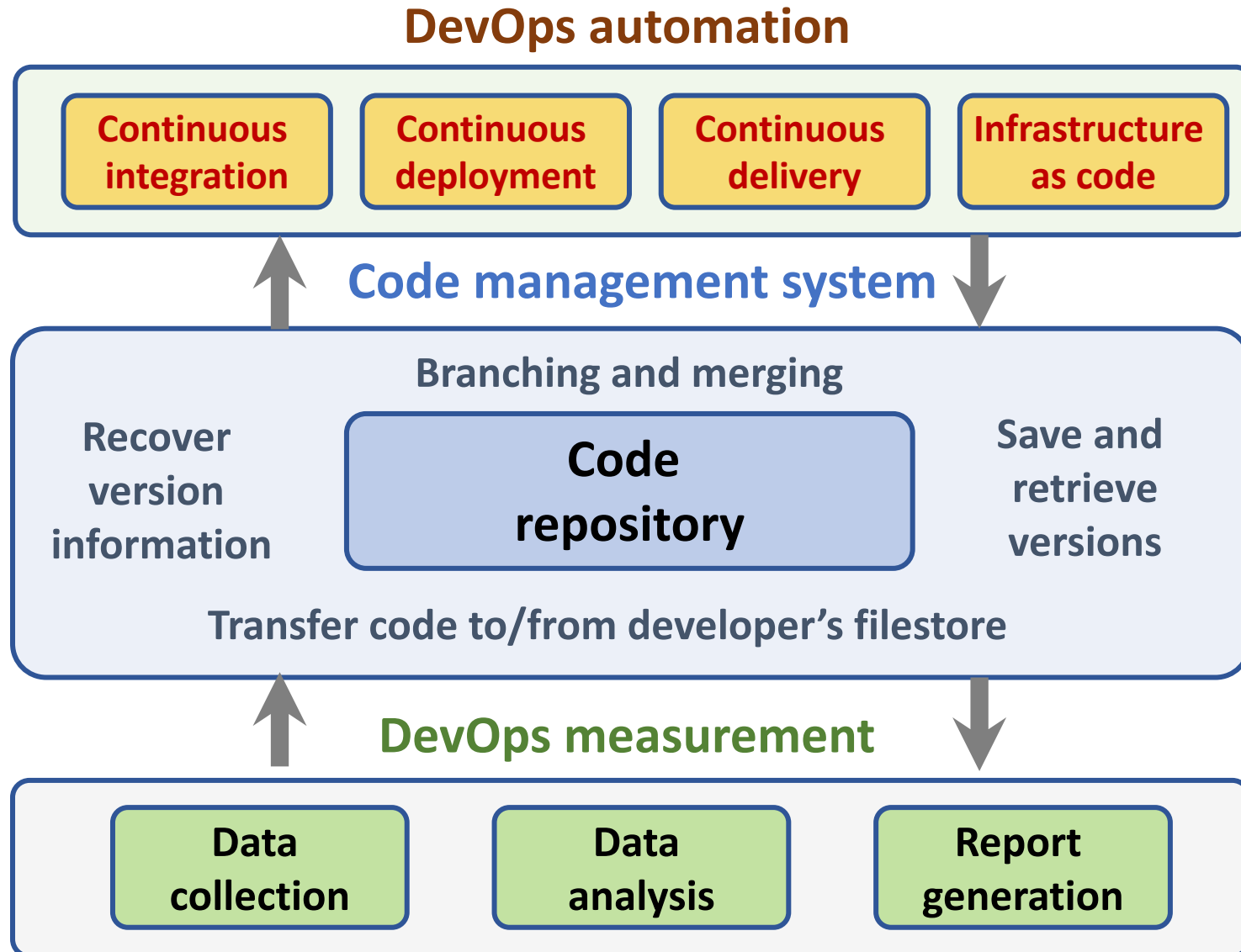


DevOps




Multi-skilled DevOps team


Code management and DevOps








GitHub Copilot CODING AGENT

 **GitHub Copilot**
CODING
AGENT

Assignees 









Assign up to 10 people 

-  **Copilot** Your AI pair programmer
-  **rodbotas6** Rodrigo Botas
-  **chandaverse** Chand
-  **semyonrush** Semy
-  **magnusflare** Óla













SWE-bench Verified Leaderboard

AI coding agents ranking by software engineering problems resolved rate

Model	<u>% Resolved</u>	Org	Date
 live-SWE-agent + Claude 4.5 Opus medium (20251101)	79.20		2025-12-15
TRAE + Doubao-Seed-Code	78.80		2025-09-28
  live-SWE-agent + Gemini 3 Pro Preview (2025-11-18)	77.40		2025-11-20
 mini-SWE-agent + Claude 4.5 Opus (high reasoning)	76.80		2026-02-17
 mini-SWE-agent + Gemini 3 Flash (high reasoning)	75.80		2026-02-17
 mini-SWE-agent + MiniMax M2.5 (high reasoning)	75.80		2026-02-17
 mini-SWE-agent + Claude Opus 4.6	75.60		2026-02-17
TRAE + Claude Sonnet 4 + Opus 4 + Sonnet 3.7 + Gemini 2.5 Pro	75.20		2025-06-12
Lingxi-v1.5_claude-4-sonnet-20250514	74.60		2025-07-20
JoyCode + Claude 4 Sonnet + GPT-4.1	74.60		2025-09-15

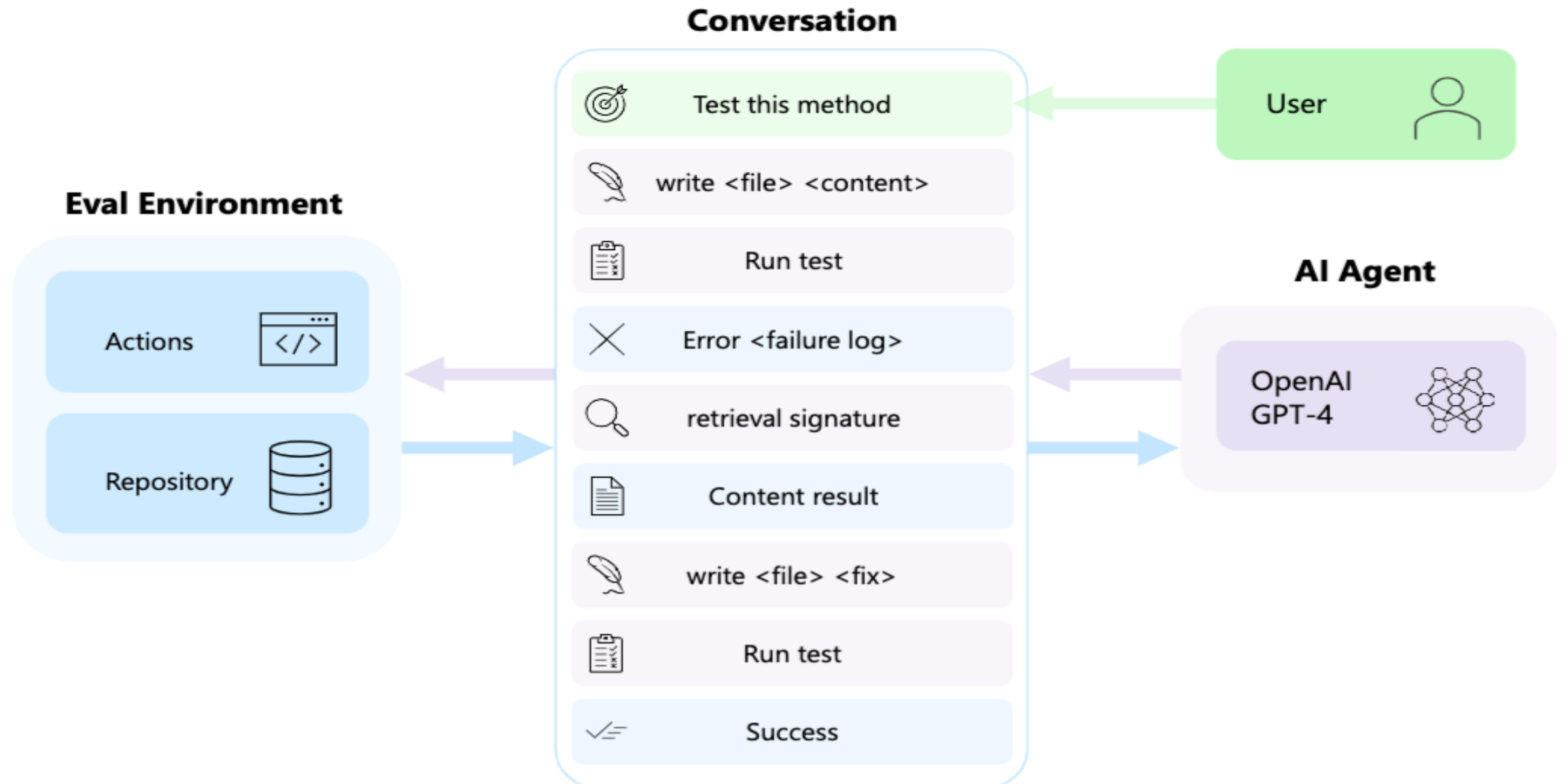
AI WebDev Code Arena

AI models on agentic coding tasks (multi-step reasoning and tool use)

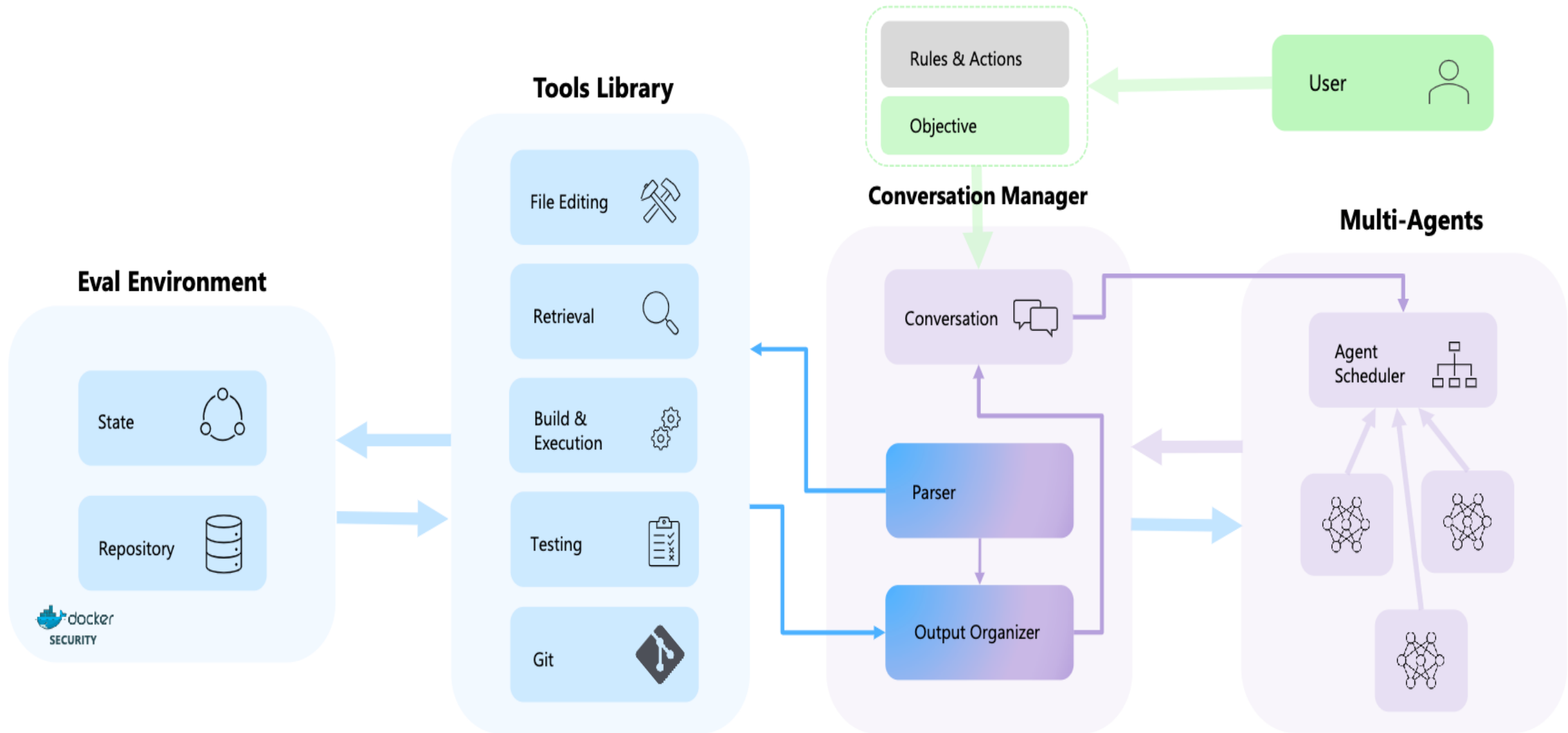
Rank ↕	Rank Spread ⓘ	Model ↕	Score ↓	Votes ↕
1	1 -> 3	 claude-opus-4-6 Anthropic · Proprietary	1560 +14/-14	2,766
2	1 -> 3	 claude-opus-4-6-thinking Anthropic · Proprietary	1553 +15/-15	2,115
3	1 -> 3	 claude-sonnet-4-6 Anthropic · Proprietary	1533 +16/-16	1,675
4	4 -> 4	 claude-opus-4-5-20251101-thinking-32k Anthropic · Proprietary	1499 +8/-8	11,032
5	5 -> 8	 gpt-5.2-high OpenAI · Proprietary	1471 +16/-16	1,696
6	5 -> 8	 claude-opus-4-5-20251101 Anthropic · Proprietary	1470 +8/-8	11,113
7	5 -> 13	 gemini-3.1-pro-preview Google · Proprietary	1461 +15/-15 ⓘ	1,826
8	5 -> 13	 glm-5 Z.ai · MIT	1452 +13/-13	2,520
9	7 -> 13	 gemini-3-pro Google · Proprietary	1444 +7/-7	16,948
10	7 -> 13	 gemini-3-flash Google · Proprietary	1440 +8/-8	12,778

Source: <https://arena.ai/leaderboard/code>

AutoDev: Automated AI-Driven Development



AutoDev: Automated AI-Driven Development



Marketing

Marketing
“Meeting
needs
profitably”

Marketing

“Marketing is an organizational function and a set of processes for creating, communicating, and delivering value to customers and for managing customer relationships in ways that benefit the organization and its stakeholders.”

Marketing Management

Marketing Management

**“Marketing management is the
art and science
of choosing target markets
and getting, keeping, and growing
customers through
creating, delivering, and communicating
superior customer value.”**

Marketing Management

- 1 Understanding Marketing Management
- 2 Capturing Marketing Insights
- 3 Connecting with Customers
- 4 Building Strong Brands
- 5 Creating Value
- 6 Delivering Value
- 7 Communicating Value
- 8 Conducting Marketing Responsibly for Long-term Success

Agentic AI

for

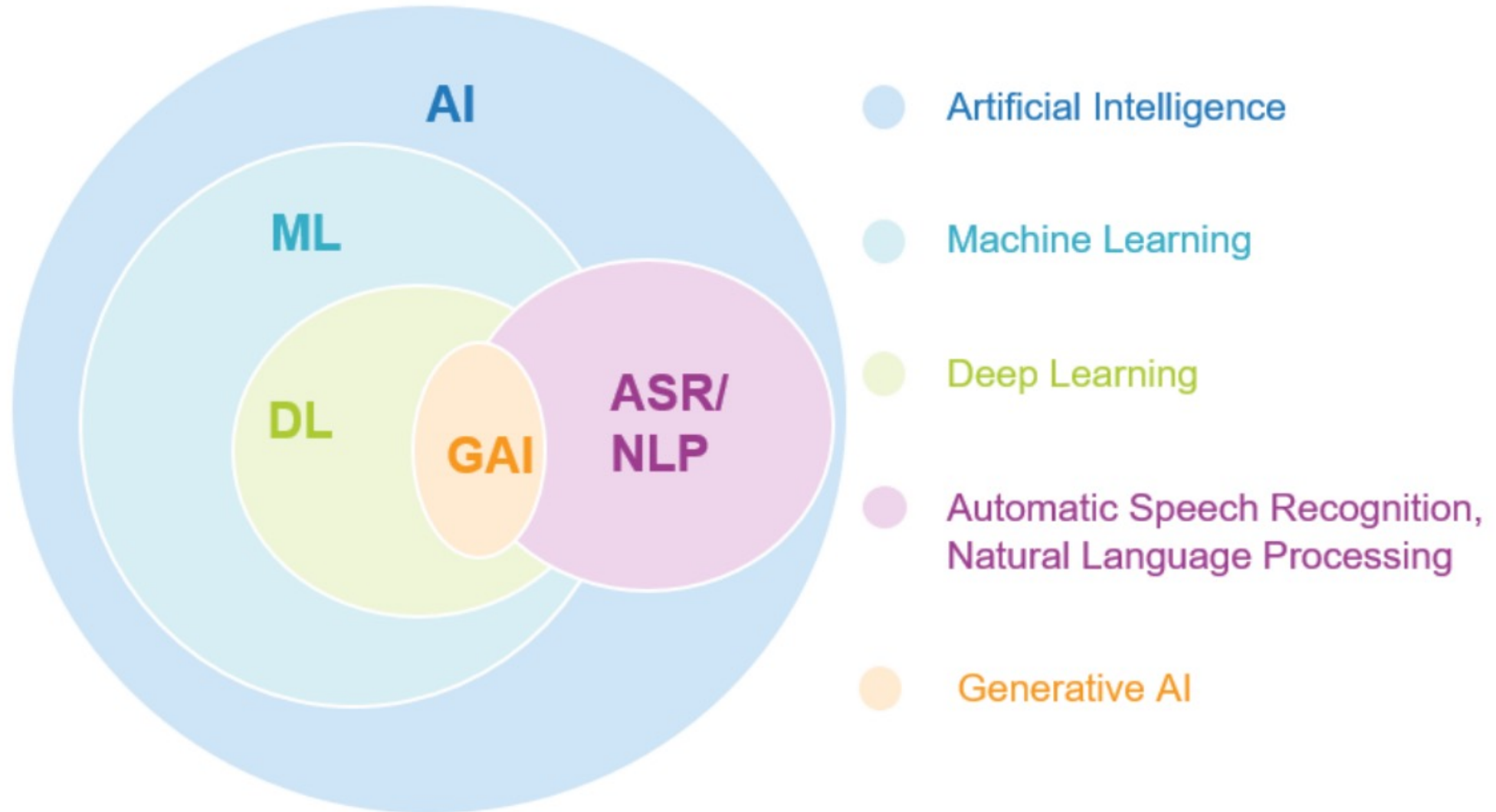
Agile AI Software Engineering

Generative AI

Agentic AI

Physical AI

AI, ML, DL, Generative AI



Generative AI, Agentic AI, Physical AI

Physical AI

Self-driving cars
General robotics

Agentic AI

Coding assistants
Customer service
Patient care

Generative AI

Digital marketing
Content creation

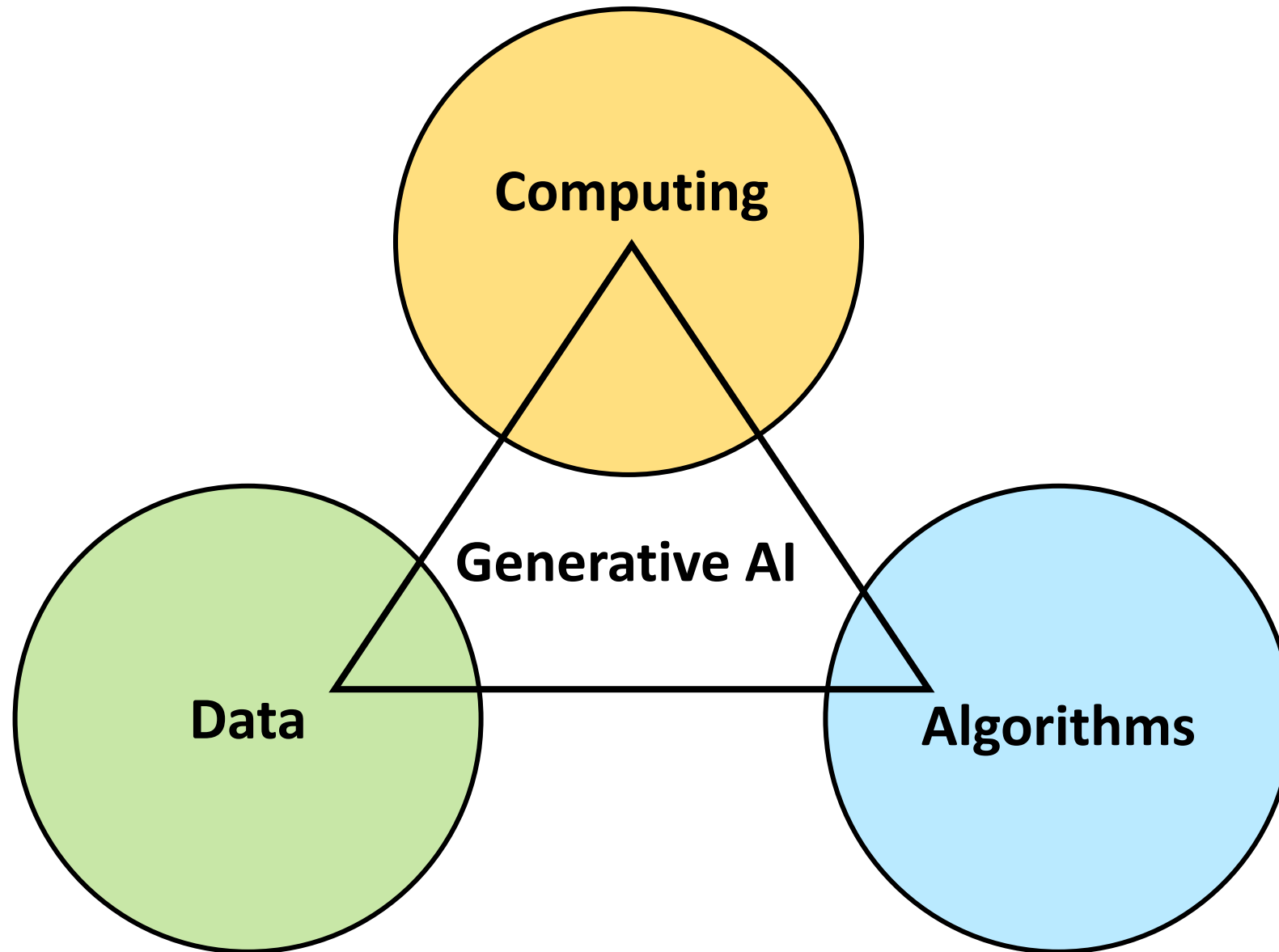
Perception AI

Speech recognition
Deep recommender systems
Medical imaging

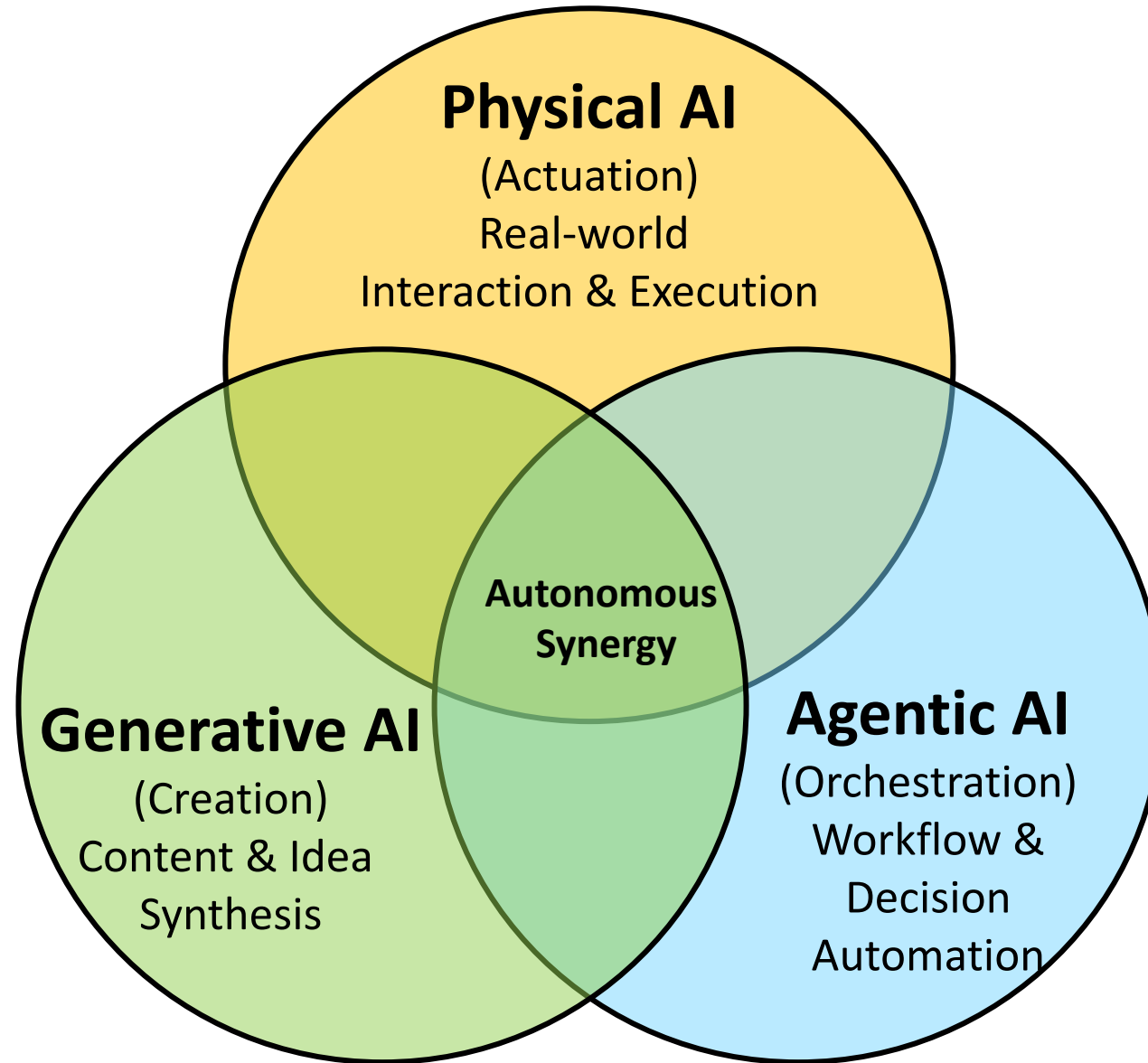
2012 AlexNet

Deep learning breakthrough

Generative AI



Generative AI, Agentic AI, Physical AI

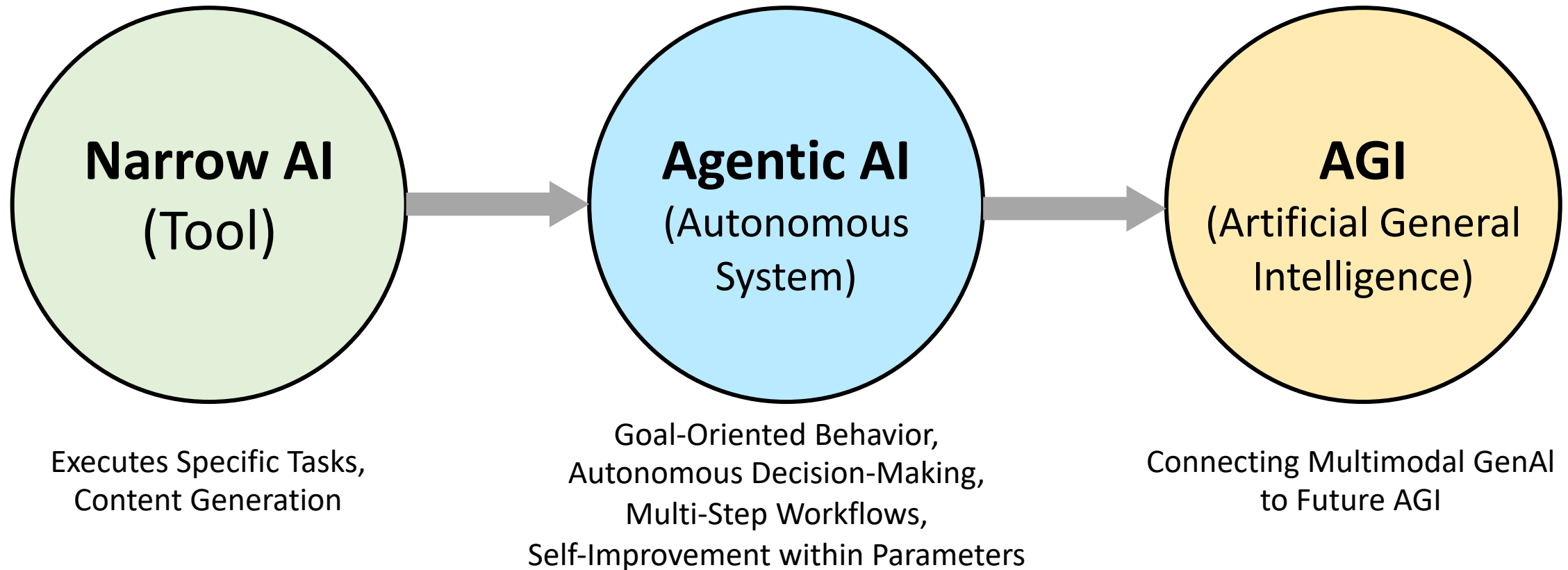


**New Economic
Paradigm Shift:
From Creation
to Execution**

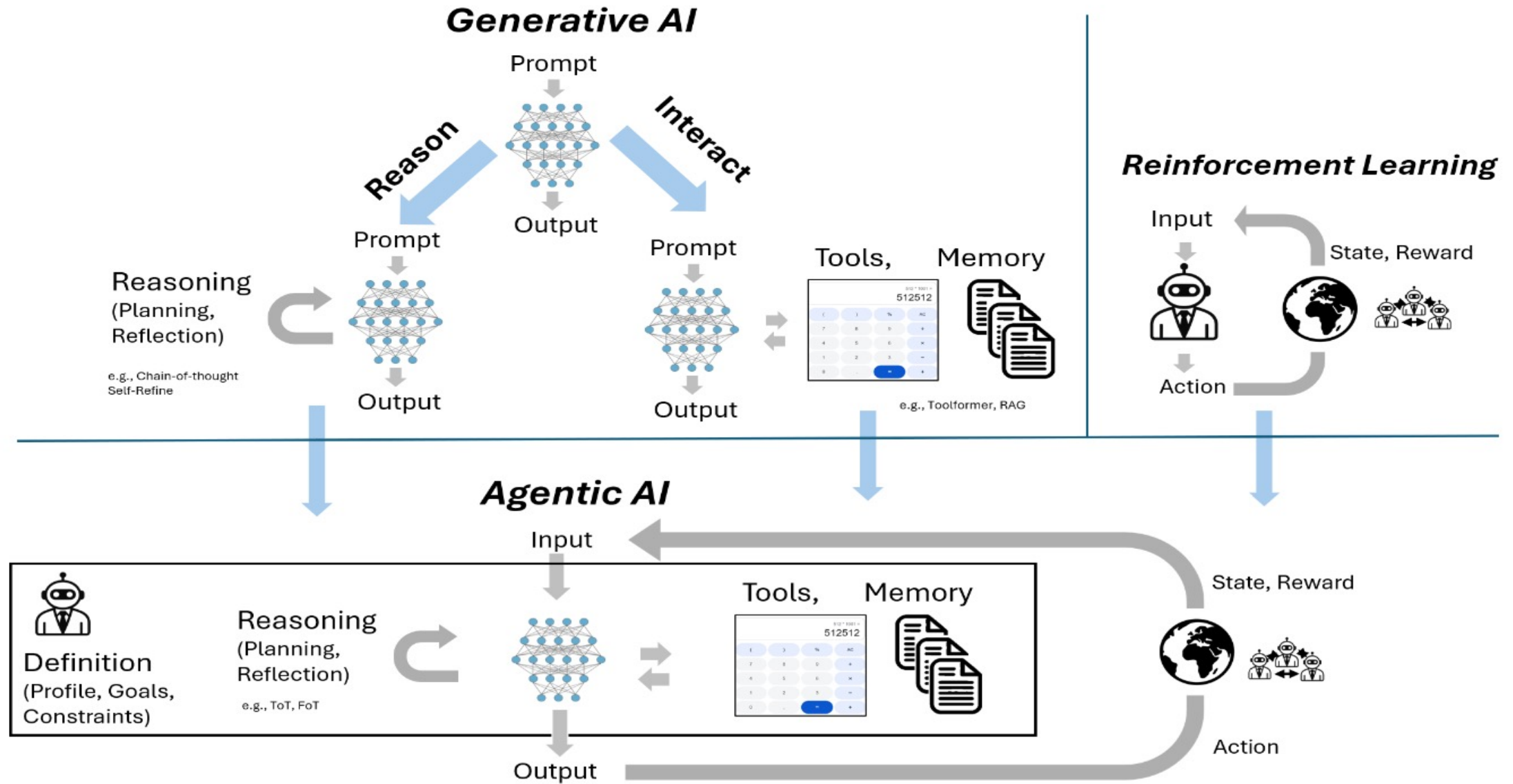
The Future of AI

From Tools to Agents:

The Rise and Autonomy of Agentic AI



From Generative AI to Agentic AI

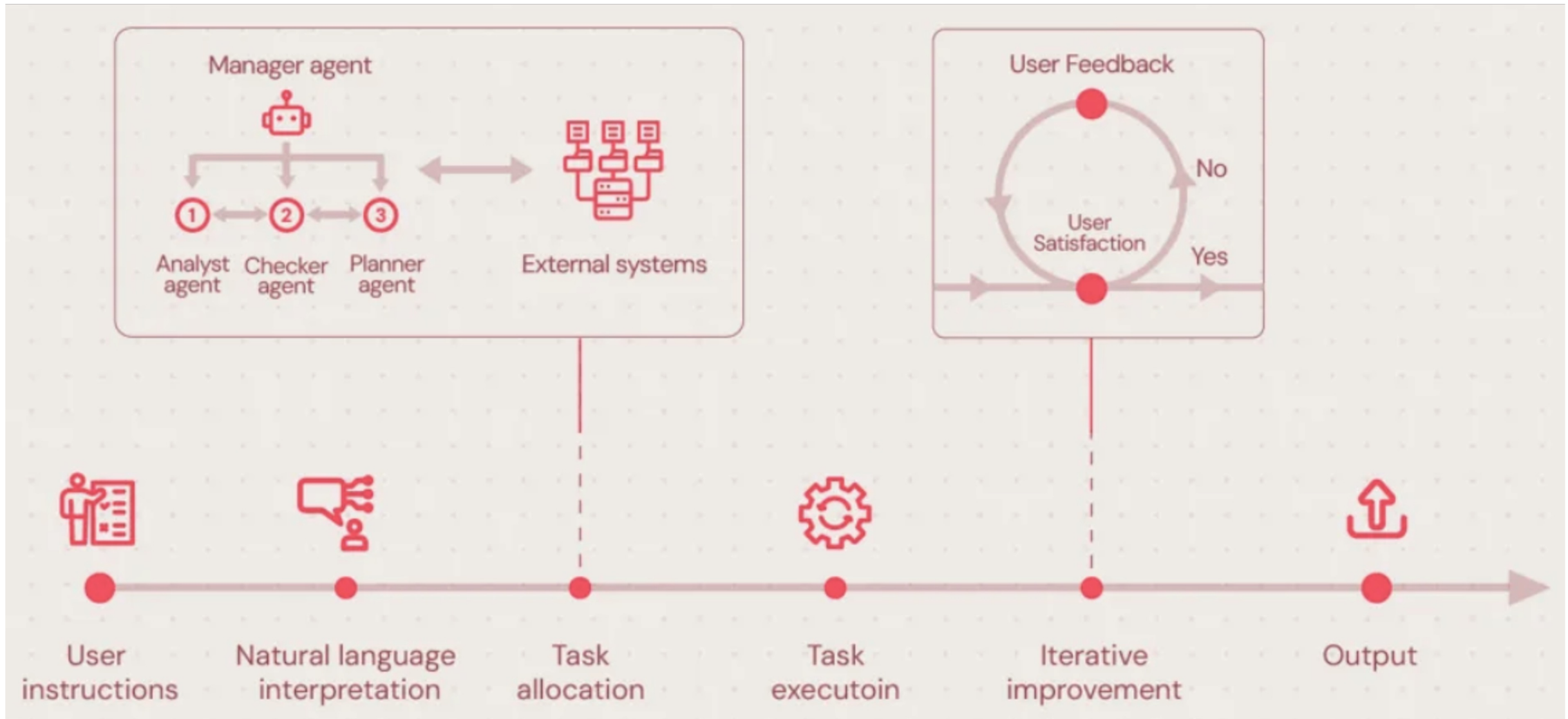


Agentic AI Systems

RAG Agents with LLM

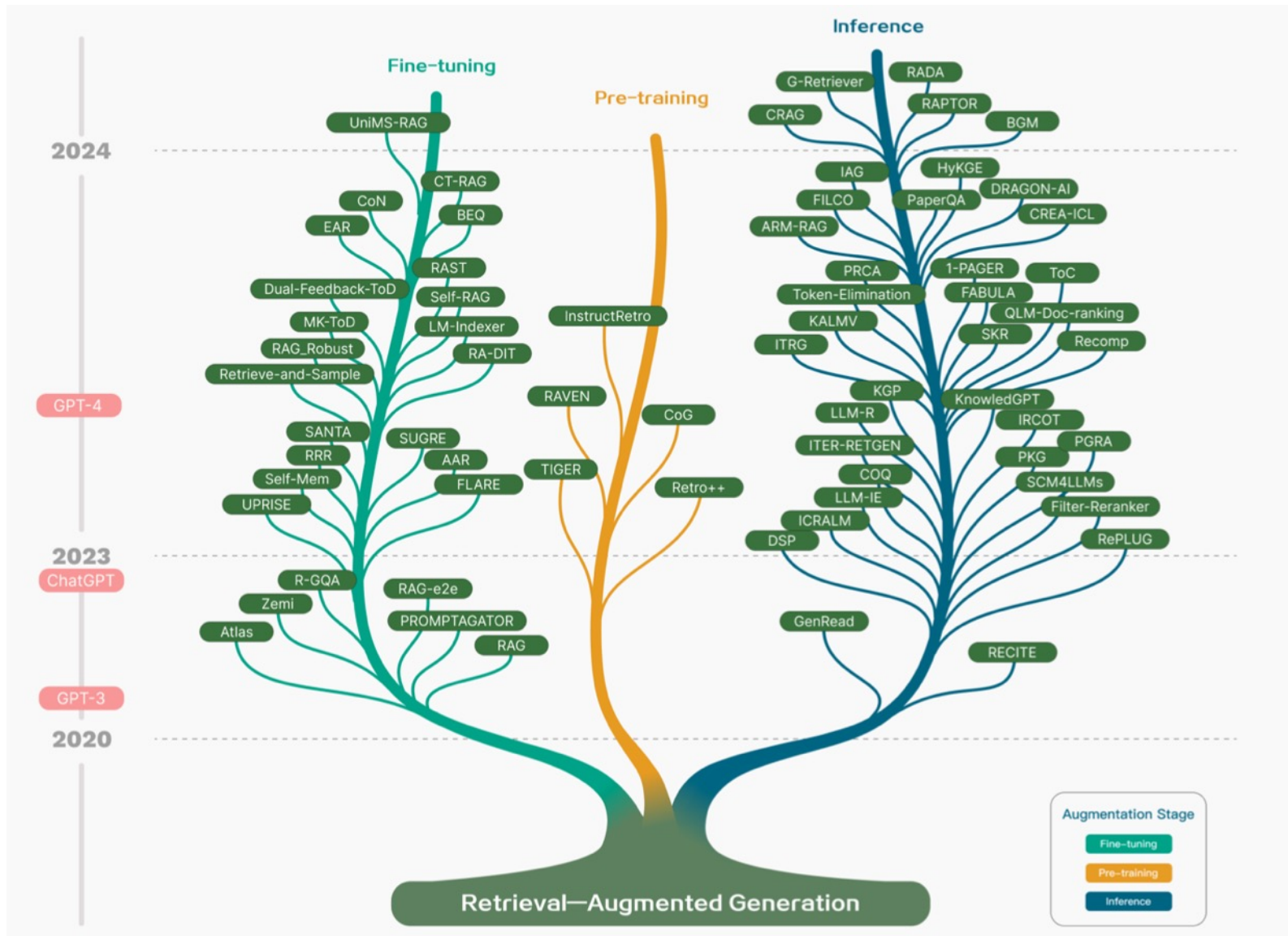
Dialogue Systems

Agentic AI Systems

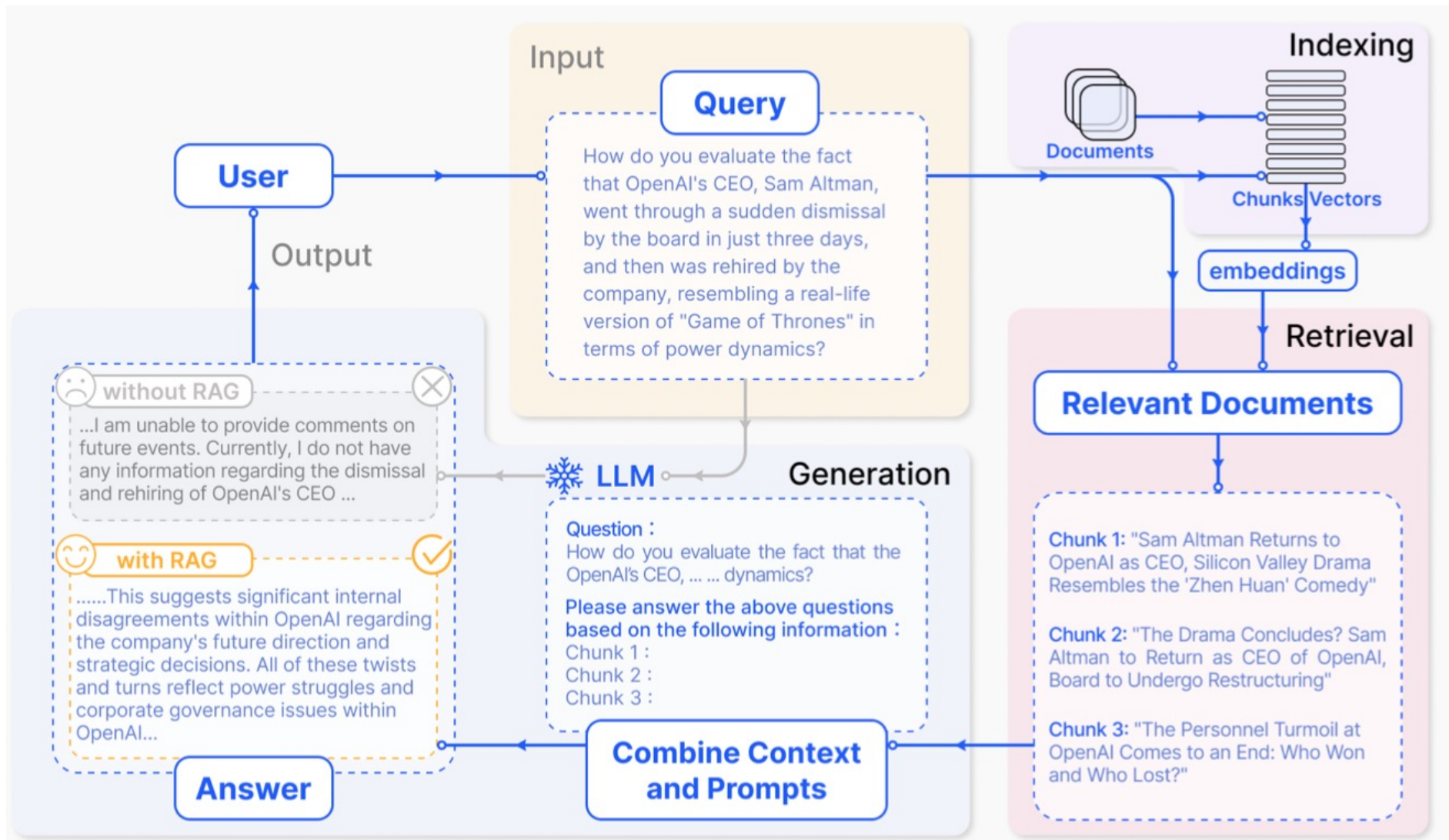


Technology Tree of RAG Research

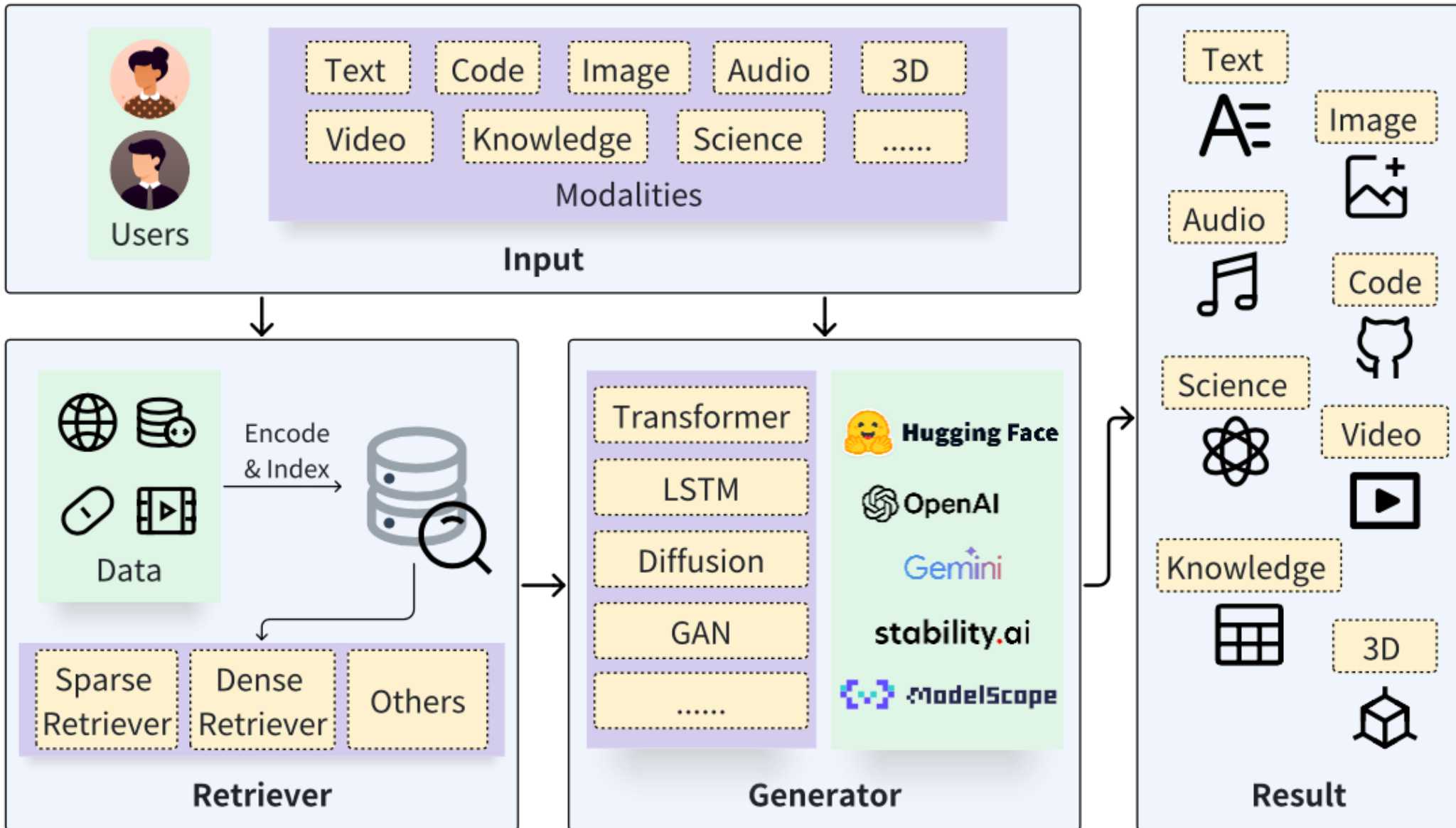
Retrieval-Augmented Generation (RAG) for Large Language Models (LLMs)



Retrieval-Augmented Generation (RAG) for Large Language Models (LLMs)



Retrieval-Augmented Generation (RAG) Architecture



Evaluating RAG with Ragas Metrics

ragas score

generation

faithfulness

how factually accurate is
the generated answer

answer relevancy

how relevant is the generated
answer to the question

retrieval

context precision

the signal to noise ratio of retrieved
context

context recall

can it retrieve all the relevant information
required to answer the question

NVIDIA Developer Program

<https://developer.nvidia.com/join-nvidia-developer-program>

NVIDIA

Deep Learning Institute (DLI)

<https://learn.nvidia.com/>

NVIDIA Certified Instructor

Min-Yuh Day



Dr. Min-Yuh Day is a Professor in the Graduate Institute of Information Management at National Taipei University, Taiwan. He holds a Ph.D. degree in Information Management from National Taiwan University, Taiwan. His research focuses on AI, generative AI, ESG green fintech, big data, e-commerce, and biomedical informatics, with publications in top journals and conferences.

Organization

National Taipei University (NTPU)

Location

Taiwan

Instructor Tier ⁱ

Silver

Workshop Certifications

- > Building RAG Agents with LLMs, English
- > Generative AI with Diffusion Models, English
- > Fundamentals of Deep Learning, English
- > Building Agentic AI Applications with LLMs, English

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2 hours

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Certificate available
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Building RAG Agents With LLMs

Certificate available
Free
8 hours

Instructor-Led Workshop

Building RAG Agents With LLMs

Certificate available
\$500
8 hours

Self-Paced Course

Generative AI with Diffusion Models

Certificate available
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8 hours

Instructor-Led Workshop

Generative AI with Diffusion Models

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Monthly Activity

Skill Points	0
Time Spent	
Courses in Progress	16
Courses Completed	12
Watched Videos	
Assessments	

Skills

Certificates

Introduction to Transformer-Based Natural Language Processing

Building RAG Agents with LLMs

Building RAG Agents with LLMs

Accelerating End-to-End Data Science Workflows

Generative AI with Diffusion Models

Building Agentic AI Applications with LLMs

Introduction to Transformer-Based Natural Language Processing

Building RAG Agents with LLMs

Building RAG Agents with LLMs

Accelerating End-to-End Data Science Workflows

Generative AI with Diffusion Models

Building Agentic AI Applications with LLMs

Building Agentic AI Applications with LLMs

Rapid Application Development with Large Language Models (LLMs)

Getting Started with Deep Learning

Generative AI with Diffusion Models

Building LLM Applications With Prompt Engineering

基於擴散模型的生成式人工智慧

Fundamentals of Deep Learning

Domain-Adaptive Pre-Training: Tailoring LLMs for Specialized Applications

Completed Courses

View more

<p>Self-paced</p> <p>Sizing LLM Inference Systems</p> <hr style="width: 100%; border: 2px solid green;"/> <p>100% Completed 03:00</p>	<p>Self-paced</p> <p>Augment your LLM Using Retrieval Augmented Generation</p> <hr style="width: 100%; border: 2px solid green;"/> <p>100% Completed 01:00</p>	<p>Self-paced</p> <p>Building RAG Agents with LLMs</p> <hr style="width: 100%; border: 2px solid green;"/> <p>100% Completed 08:00</p>	<p>Self-paced</p> <p>Generative AI Explained</p> <hr style="width: 100%; border: 2px solid green;"/> <p>100% Completed 02:00</p>	<p>Self-paced</p> <p>Introduction to Transform Based Natural Language Processing</p> <hr style="width: 100%; border: 2px solid green;"/> <p>100% Completed 06:00</p>
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<https://learn.nvidia.com/my-learning>

Teaching



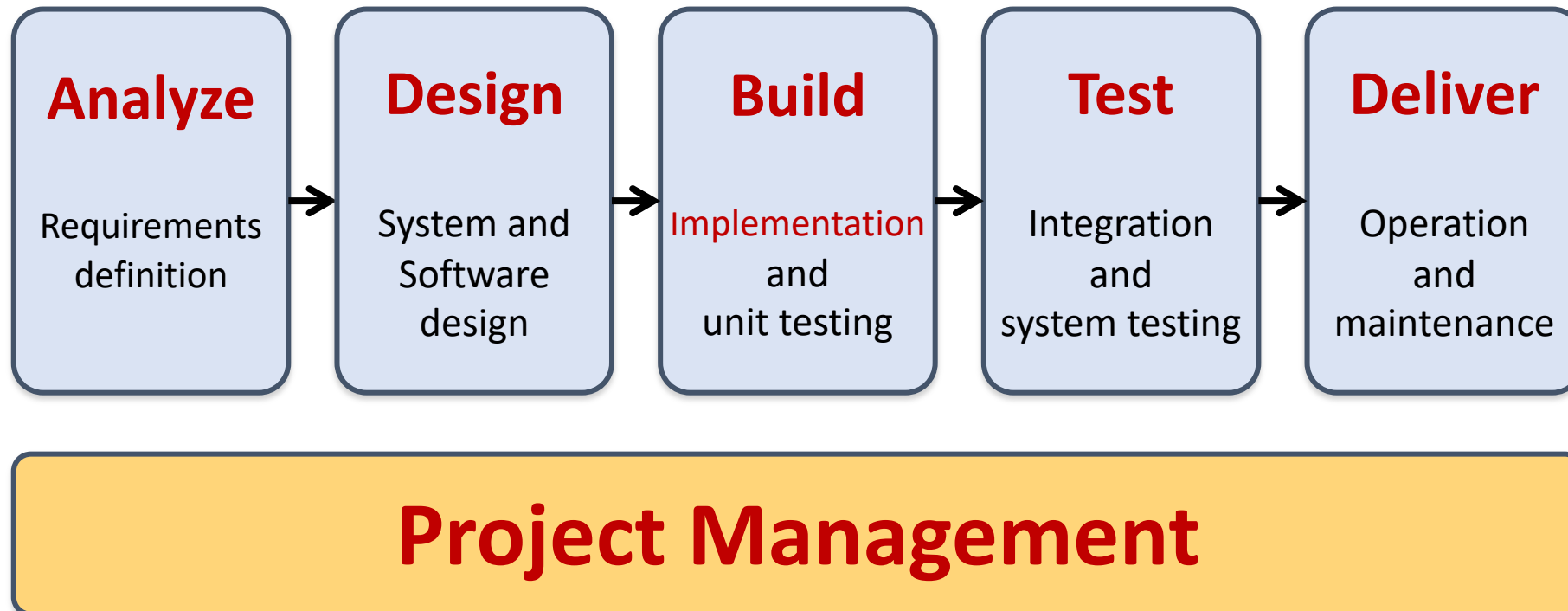
- **Generative AI Innovative Applications**
 - Spring 2025, Spring 2026
- **Artificial Intelligence in Finance and Quantitative**
 - Fall 2021, Fall 2022, Fall 2023, Spring 2025, Spring 2026
- **Software Engineering**
 - Fall 2020, Fall, 2021, Spring 2022, Spring 2023, Spring 2024, Spring 2025, Spring 2026
- **Artificial Intelligence**
 - Spring 2021, Fall 2022, Fall 2024, Fall 2025
- **Sustainability and ESG Data Analytics**
 - Spring 2024, Fall 2024, Fall 2025
- **Big Data Analytics**
 - Fall 2020, Spring 2023, Spring 2024
- **Artificial Intelligence for Text Analytics**
 - Spring 2022, Fall 2023
- **Python for Accounting Applications**
 - Fall 2023, Fall 2024, ,Fall 2025
- **Foundation of Business Cloud Computing**
 - Spring 2021, Spring 2022, Spring 2023, Spring 2024

Research Projects



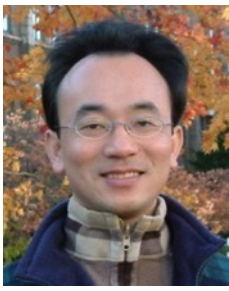
- 1. PI, Generative AI Multi-Agent Systems with LLM-Based RAG for ESG Reporting Automation**
 - NSTC (E4104), NSTC 114-2221-E-305-002-, 2025/08/01~2026/07/31
- 2. PI, ESG Sustainability Commitment Verification Competition and Annotation Data Collection Project (AI Cup 2026 VeriPromiseESG)**
 - Ministry of Education (MoE), AI CUP 2026 MoE National Collegiate Artificial Intelligence Professional Domain Thematic Competition Project, 2025/10/01~2026/09/30
- 3. Co-PI, Physical AI and Physical AI Robotics Curriculum Development Project, Forward-Looking AI Talent Cultivation Program (NAPAI)**
 - Ministry of Education (MoE), 2025/11/01~2027/03/31
- 4. Co-PI, Industry-Academia Alliance Program for Smart Healthcare: Smart Precision Next-Generation Preventive Medicine**
 - NSTC 114-2622-8-371-001-IE, 2025/11/01~2026/10/31
- 5. Co-PI, Digital Support, Unimpeded Communication: The Development, Support and Promotion of AI-assisted Communication Assistive Devices for Speech Impairment(3/3), Sub-project 3: Multimodal Cross-lingual Task-Oriented Dialogue System for Inclusive Communication Support**
 - NSTC (HZZ22), NSTC 114-2425-H-305-003-, 3 Years (2023/05/01-2026/04/30) Year 3: 2025/05/01~2026/04/30

Software Engineering and Project Management



Summary

- **This course introduces the fundamental concepts, research issues, and hands-on practices of software engineering.**
- **Topics include:**
 1. Introduction to Software Engineering
 2. Software Products and Project Management: Software product management and prototyping with Generative AI and Agentic AI
 3. Agile Software Engineering: Agile methods, Scrum, and Extreme Programming
 4. Features, Scenarios, and Stories
 5. Software Architecture: Architectural design, System decomposition, and Distribution architecture
 6. Cloud-Based Software: Virtualization and containers, Everything as a service, Software as a service
 7. Cloud Computing and Cloud Software Architecture
 8. Microservices Architecture, RESTful services, Service deployment
 9. Security and Privacy; Reliable Programming
 10. Testing: Functional testing, Test automation, Test-driven development, and Code reviews
 11. DevOps and Code Management: Code management and DevOps automation
 12. Case Study on Software Engineering



Software Engineering



國立臺北大學
National Taipei University



University Ambassador

Certified Instructor



2020 Cohort

Contact Information

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