Reverse Engineering

Case Study Assignment

Instructor:	G Leaden	**Due:**	See Syllabus (Friday)
Email:	g.leaden1@marist.edu	**Place:**	Hancock 2023

Goals:

Reverse Engineering is not a new field in Computer Science or to the engineering world. However, this does not mean progress is not being made every day towards improving the field. This project aims to demonstrate the importance and value of reading and understanding research in a field.

Instructions:

Form a group of two - three and complete the following:

1. Select a *peer reviewed* paper/article/study from the field of Software Reverse Engineering. Submit it to me for approval.
2. Review and understand the article.
3. Create a PowerPoint (.PPT, .KEY, .PDF, etc.) presentation summarizing what you learned. This should contain AT LEAST:
   - Background of authors and motivation for work.
   - Summary of all major sections of the article.
   - Implications of the research.
   - Discussion Questions. Questions you pose to the class to provoke meaningful discussion. At least two.
4. Create a short one-half - one page outline of the article.
5. Present to the class.

Each student should present at least one slide, and it must be clear that this was a group effort.

Submitting:

Print out an outline for each student in the class, submit the presentation to me via email after it has been presented.

Grading Rubric:

Understanding and Coherence	10%
Article Relevance	10%
Outline Document	15%
Presentation	15%
Discussion Questions	15%
Presentation Document	35%