SIT725- Applied Software Engineering

1.1P: Welcome Package and Skill Review

Overview

This unit has been carefully designed to guide you towards becoming professional Software Engineers. The focus will be on analysing, designing, and developing applications. It is crucial to understand that this unit revolve around software development, and to successfully pass them, you must be capable of writing executable code.

Now that we have addressed the obvious, let me extend a warm welcome to SIT725! My name is Valeh Moghaddam, and I am the unit chair in T2, 2024. I have worked for several years in the industry as a software engineer, and now, I am here to help you in your journey to become the next generation of Software Engineers, ready to solve world problems ©.

This unit will be intense but rest assured that the teaching team will be here to support you every step of the way. By investing your efforts and dedication, you will reap the rewards at the end of the unit.

Classes commences in Week 1, and it's important to note that there will be assessment tasks due in Week 2. Therefore, I strongly advise you to start working on the material from day one to stay on track.

Delivery Mode Teams – Online & on-campus

The learning resources will be mainly delivered on Teams, and the Cloud Deakin Unit site.

Our main communication tool is **Microsoft Teams**. Please join the team by following the link below, unless you have already been invited.

SIT725 Applied Software Engineering T2 2024 | General | Microsoft Teams

Weekly Activities: Week 1 - Week 11

Online Lectures:

When: Every Tuesday, 11:00 - 11:50 am
Where: Lecture channel on Microsoft Teams

• Instructor: Unit chair- Valeh

Workshops:

• Tutor: Faisal Alam

• On-Campus Workshops: (compulsory for on-campus students)

• When: Every Friday:

o **Group 1:** 1:00 pm - 2:50 pm (Room: LC3-105)

o **Group 2:** 3:00 pm - 4:50 pm (Room: LC5-105)

• **Note:** You may need to select a group based on class capacity.

Online Workshops:

• Who: Only for online-enrolled students

• When: Every Thursday, 5:30 pm - 7:30 pm

• Where: Workshop channel on Microsoft Teams

• Access: Only online students have access to this channel

Technology Stack

The technology stack for this unit includes NodeJS, React, HTML, and Bootstrap/Materialize. You are expected to have prior programming experience before joining this unit. If you don't have any programming experience, it is crucial to start learning immediately. You have the following sections to be done for this task:

1. Mandatory Online Learning Course:

• **Duration:** 24 hours

• Completion Deadline: By the end of Week 3

• Recommendation: Start from Week 0 if you lack confidence in your programming skills.

Platform: LinkedIn Learning through the below link:(accessible with your Deakin account).

https://www.linkedin.com/learning/collections/6579539778742681602?trk=share_collection_n_url&accountId=2104084&u=2104084&success=true&authUUID=YInlwdrbTrqN19%2FPh2FCig%3D%3D

2. Git account

To successfully submit your practical-related tasks during the trimester, it is essential to create a GitHub account for this unit. Follow the simple instructions provided below to create your account:

- 1. Visit the GitHub website at www.github.com
- 2. Click on the "Sign Up" button to begin the account creation process.
- 3. Enter your preferred username, email address, and a strong password.
- 4. Select the "Free" plan option,
- 5. Complete the security verification process, if prompted.
- 6. Review and accept the terms of service and privacy policy.
- 7. Click on the "Create account" button to finalize the account creation.

Once you have successfully created your GitHub account, you will be ready to submit your practical-related tasks throughout the trimester.

Ontrack

All of your assessment tasks will be done through OnTrack. Make sure that you can see your unit-SIT725 through the below website:

Ontrack.deakin.edu.au

If you are not, raise an issue in the Teams channels.

Submission details

Once you finished reading this task sheet, leave a comment describing your programming skills, your familiarity with Java script, and your target grade for this unit; then mark this task as "ready to feedback".