

CS 250

Software Development Lifecycle



Southern
New Hampshire
University



Course Description

Students will explore the stages of the Software Development Life Cycle (SDLC) through the lenses of developers and testers to examine the characteristics, documentation, and purpose of each stage. Through applying SDLC stages within an agile development environment, students will learn the principles and best practices used to develop high-quality software while also assessing the impact of communication, documentation, and ethics on the SDLC.

Competency Projects

The course goals are communicated through three competency statements instead of through course outcomes. Competencies represent the knowledge and skills relevant to your field. This course has a single final project that covers all three competencies. The amount of material covered, the level of difficulty, and the workload expectations are all typical for a 200-level course.

There are two main types of assignments in this course, spread throughout the modules. First, there are assignments related to the different Scrum-agile Team roles: Scrum Master, Product Owner, tester, and developer. You will take on one of these roles each week. In the Scrum-agile assignments, you will learn in more depth about a specific role on the team. Second, there are tutorials (non-graded) and coding assignments in the first few modules. These will help prepare you for your work in Module Five, when you take on the role of the developer on the team. The following chart will help you understand how these different types of assignments are spread throughout the course.

Final Project (Module Seven submission)

In your final project, you will complete a Sprint Review and Retrospective based on your work for your client, SNHU Travel. You will also create an agile presentation for your company's stakeholders.

In this project, you will meet the following competencies:

- Explain the different methodologies and stages involved in the Software Development Lifecycle
- Apply the stages of the Software Development Lifecycle within an agile development environment
- Evaluate various software development methodologies and tools

Scrum-agile Assignments

- Scrum Events Assignment
- Scrum Master Journal
- User Stories Assignment
- Product Owner Journal
- Test Cases Assignment
- Tester Journal
- Developer Journal
- Communication Practices and Project Management Tools Journal
- Final Project

Weeks

1

2

3

4

5

6

7

8

Development Assignments

- Access Eclipse Tutorial
- Access Software Plug-ins Tutorial
- Developing Basic ListView Control Assignment
- Product Application Assignment

* Note: There are additional assignments, discussions, and quizzes throughout the course. This infographic only displays the Scrum-agile and Development Assignments.



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