**Exam Briefing**

**SET08103 – Software Engineering Methods**

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**Some notes about my part of the exam.**

In the exam you can do any 3 questions from 5 of which I have set 2. You should remember when reading this guidance that we have set papers for both this exam and the resit (which hopefully you won’t need!).

**The Topics**

Over the 2 papers my 2 questions will cover the following areas:

1. Software Lifecycles: Traditional V Agile V Unified Software Development Process (USDP) – Lectures 1 & 2 and associated tutorials.
2. Objects and UML models/techniques/diagrams. Lectures 2, 3 , 4, 5 and 6, associated tutorials and lab exercises. The diagrams you could be asked to do are **Use Case, Activity and State**

**The questions**

There will be 2 types of question from me:

* Essay type questions that look at lifecycle models – these will relate to the Software Lifecycles described above.
* Practical questions that require a description/explanation of a UML technique/diagram type and then its application to a short scenario

Remember that we are trying to give you marks so it is always good to start essay-type answers by showing that you know what you are writing about, e.g. by defining the terms. Try to do a brief answer plan before you start writing and if you run out of time then list the things you haven’t had time to discuss.

For practical diagram type answer parts, I do not mark for neatness but do need to be able to understand what you have drawn. If you have time sketch a draft then scratch it out and re-draw.

**General Tips**

* ***Above all else*** do try to answer three questions – if you only do 2 it’d much more difficult to get a good mark. Even if you make a start on a third weaker answer it’s better than doing nothing
* When doing multi-part questions apportion your time according to the marks they are worth.
* Mail me directly if you have any specific queries.

Rob