Course (Module) Catalogue (Malaysia)

COMP1023 Software Engineering

Academic Year 2019

Total Credits: 10.00

Level: 1

Target Students: Qualifying year undergraduate students in the School of Computer Science only.This module is part of the Software Engineering theme in the School of Computer Science. This Module has been identified as being particularly suitable for first year students, including those from other Schools.

Summary Of Content: This module is part of the Software Engineering theme in the School of Computer Science.
This module will introduce the concept of Software Engineering as a discipline and will provide an overview of the whole software development process. A selection of fundamental topics in Software Engineering will be covered in depth:

- Software development methodologies and the software lifecycle, including the waterfall model, extreme programming, etc.
- Formal requirements and specification, focussing on how to turn an informal design brief into a formal specification.
- Software testing, evaluation and debugging, including practical use of modern debugging toolkits.
- Software evolution and maintenance, including version control and collaborative development systems.

Course Web Links:

Type	Link
Moodle	

Education Aims: The aim of this module is to provide a general understanding of Software Engineering; the typical phases of the software lifecycle with particular reference to practical Requirements and Specification, Software Design, and Implementation & Testing techniques. It serves to prepare students for the various software development projects undertaken throughout their studies.

Offering School: Computer Science

Convenor: N/A

Taught Semesters:

Semester
Spring Malaysia

Requisites: N/A

Additional Requirements:

Condition
Only available for students studying BSc Hons Computer Science
Only available for students studying BSc Hons Comp Sci with AI
Only available for students studying BSc Hons Software Engineering
Only available for students studying BSc Hons Computer Sci (BINUS)
Only available for students studying BSc Hons Software Eng (BINUS)
Only available for students studying BSc Hons SoftEng BINUS
Only available for students studying Computer Science Short Course

Method and Frequency of Class:

Activity	Number of Weeks	Number of sessions	Duration of a session
Computing	12 weeks	1 week	1 hour
Computing	12 weeks	1 week	1 hour
Lecture	12 weeks	1 week	2 hours

Activities may take place every teaching week of the Semester or only in specified weeks. It is usually specified above if an activity only takes place in some weeks of a Semester

Method of Assessment:

Assessment Type	Weight	Requirements
Coursework 1	50.00	Practical assignment based on weekly laboratory portfolio
Coursework 1	50.00	Practical assignment based on weekly laboratory portfolio
Exam 1	50.00	1 hr written examination
Exam 1	50.00	1 hr written examination

Activities may take place every teaching week of the Semester or only in specified weeks. It is usually specified above if an activity only takes place in some weeks of a Semester

Assessment Period:

Learning Outcome:

Knowledge and Understanding:
The different approaches to managing the software engineering process.
The practice of producing specifications from informal briefs.

Intellectual Skills:
Understand how to determine formal software requirements.
Understand how to create and deploy an effective plan for testing software systems.

Professional Skills:
The ability to apply software engineering methodologies in practical scenarios.
The ability to understand how good software is closely related to the needs of users.
The ability to evaluate, select and deploy appropriate tools and techniques.

Transferable Skills:
The ability to develop project plans.
The ability to produce and critique possible solutions to a design problem.

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Information on course (module) registration and enrolment can be found on the Course (Module) Enrolment site