5.	Exercise skills in the area of constructing and testing of software, integrating with other systems.
6.	Acquire skills to adequately communicate (e.g. present) software architectures to various audiences, e.g. team members, customers, other stake holders.

Topics/Content outline:

Architectural view types; Architectural styles; Software quality attributes; Architectural patterns and design Patterns; The importance of interfaces; Middleware architectures and technologies; Service oriented architectures and technologies; Aspect oriented architectures; Model driven architecture; Domain specific software architectures.

Assessment:

Weighting	Nature of assessment	Learning outcomes
	This assessment has both individual and group components. It is divided into three milestones. <u>Collaborative software development project</u>	4, 5, 6
10%	Milestone 1 (group assessment)	
10%	Milestone 1 (individual assessment)	
10%	Milestone 2 (group assessment)	
10%	Milestone 2 (individual assessment)	
10%	Milestone 3 (group assessment)	
10%	Milestone 3 (individual assessment)	
40%	Timed test (interpretation and application of quantitative and qualitative research methods based on given context of research)	1, 2, 3, 5

Learning and teaching approaches: Lectures, discussions, collaborative knowledge building, practical implementation, industry inquiry, and industry collaboration as appropriate.

Learning resources required: Lecture notes, supplementary learning materials on Moodle, PowerPoint, technical notes.