

CPT 203

Revision on week 1-4



XJTLU Student Module Feedback Questionnaire

XJTLU Student Module Feedback Questionnaire (MQ)

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Current Academic Year - Semester: AY 2024/25 – Semester 1

Opening Period: AY2024-25 S1 Student Module Questionnaire for end-of-semester module will go live from 25th November, 2024 (Monday of Week 12) and lasts about three weeks.

The Student Module Feedback Questionnaire (MQ) is conducted **by each semester online** and **all feedback from students is anonymous**

As it is an essential part of programmes and teaching skills development:

- **For students:**

Please read the announcement (launch) email carefully before start your questionnaires, and you will have an opportunity to win a big prize (see below picture) if you complete all of your questionnaires before the deadline.

First Prize: iPad Air
1 Available

Second Prize: Apple Watch
2 Available

Third Prize: AirPods
3 Available

Participation Prize: XJTLU Bear/Bird
100 Available



<https://core.xjtlu.edu.cn/course/view.php?id=1677>



Week 1 -1

- Lecture page 2

The screenshot shows a PDF document titled 'Lecture-CPT203 Week 1 - Introduction.pdf' open in Adobe Acrobat Pro DC. The window includes a menu bar with File, Edit, View, Sign, Window, and Help. Below the menu is a toolbar with Home, Tools, and a search field. The main content area displays the title 'Objectives' followed by a bulleted list of learning objectives.

Lecture-CPT203 Week 1 - Introduction.pdf - Adobe Acrobat Pro DC

File Edit View Sign Window Help

Home Tools Lecture-CPT203 W... ×

Objectives

- understand what software engineering is and why it is important;
- understand that the development of different types of software systems may require different software engineering techniques;
- understand some ethical and professional issues that are important for software engineers;



Week1 -2

- What is software engineering ?
- The activities of software engineering
- Software engineering approaches
- What is professional software development ?
- Software engineering ethics
- Software deterioration



Week 2 -1

Lecture page 2

Objectives

- understand the concepts of software processes and software process models;
- introduced to three generic software process models and when they might be used;
- know about the fundamental process activities of software requirements engineering, software development, testing, and evolution;



Week 2 -2

- What are the software process activities ?
- Definition of each of them
- What are the software process models? Able to explain them
- Their characteristics, advantages and disadvantages
- Given a scenario, how to decide which process model to use? Able to provide justification



Week 3-1

- Page 2

CONTENT

- Agile methods
- Plan-driven and iterative (agile development)
- Scrum Framework

The slide has a teal gradient background. On the left side, there is a vertical decorative element consisting of several thin, dark lines that branch out at the top and bottom, resembling stylized leaves or a circuit board pattern. The word "CONTENT" is centered in white capital letters above the list. The list itself is in white bullet points.



Week 3 -2 Agile

- Principles of agile methods
- Characteristics, advantages and disadvantages of agile methods
- Given a scenario, able to decide if agile is a good choice
- Comparison on agile and plan-driven
- Scrum framework (roles, activities, and artifacts)



Week 4 Software Specification -1

Objectives

- The objective of this chapter is to introduce software specification and to discuss the processes involved in discovering and documenting these requirements. When you have read the chapter, you will:
 - understand the concepts of user and system requirements and why these requirements should be written in different ways;
 - Be able to specify functional and nonfunctional software requirements;
 - Be able to organize and document software requirements;
 - understand the principal software specification activities of elicitation, analysis and validation, and the relationships between these activities;



Week 4 Software Specification -2

- Software specification processes
- system requirements and user requirements:
 - ✓ definition,
 - ✓ to differentiate them, and to compare
 - ✓ able to provide examples
- Techniques to define system requirements
- functional and non-functional requirements



Week 4 Software Specification -3

- emergent system
- How to do requirements elicitation and analysis?
Able to work on use cases
- What is software requirements document? Good practices of making such a document, and level of details
- What are requirements validation? What activities might include ? And their techniques ?

