CPT 203

Revision on week 1-4

智能工程学院
西交利物浦大学

XJTLU Student Module Feedback Questionnaire

XJTLU Student Module Feedback Questionnaire (MQ)

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Useful Information

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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:

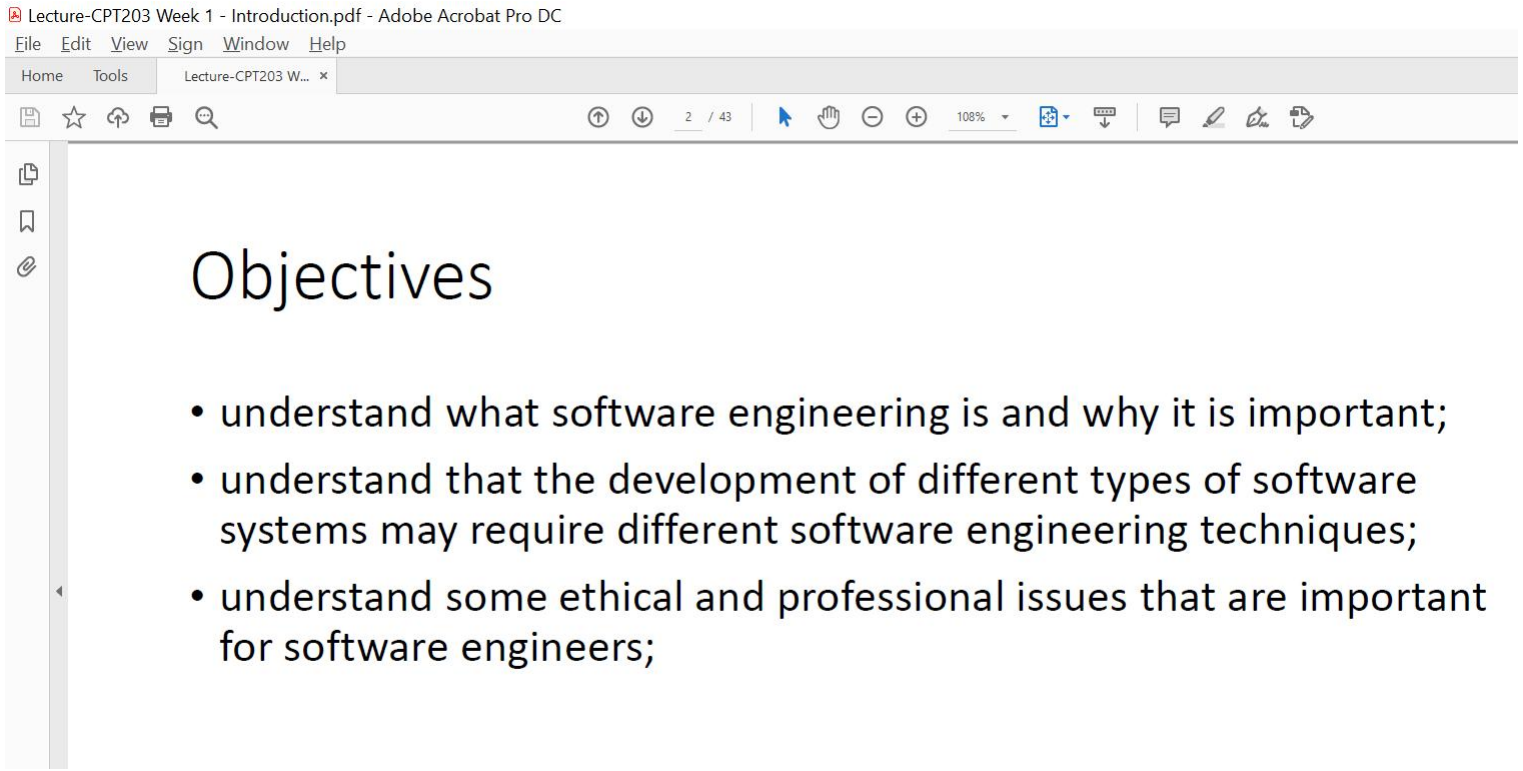
- **For students:**

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.

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

Week 1 -1

- Lecture page 2



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;

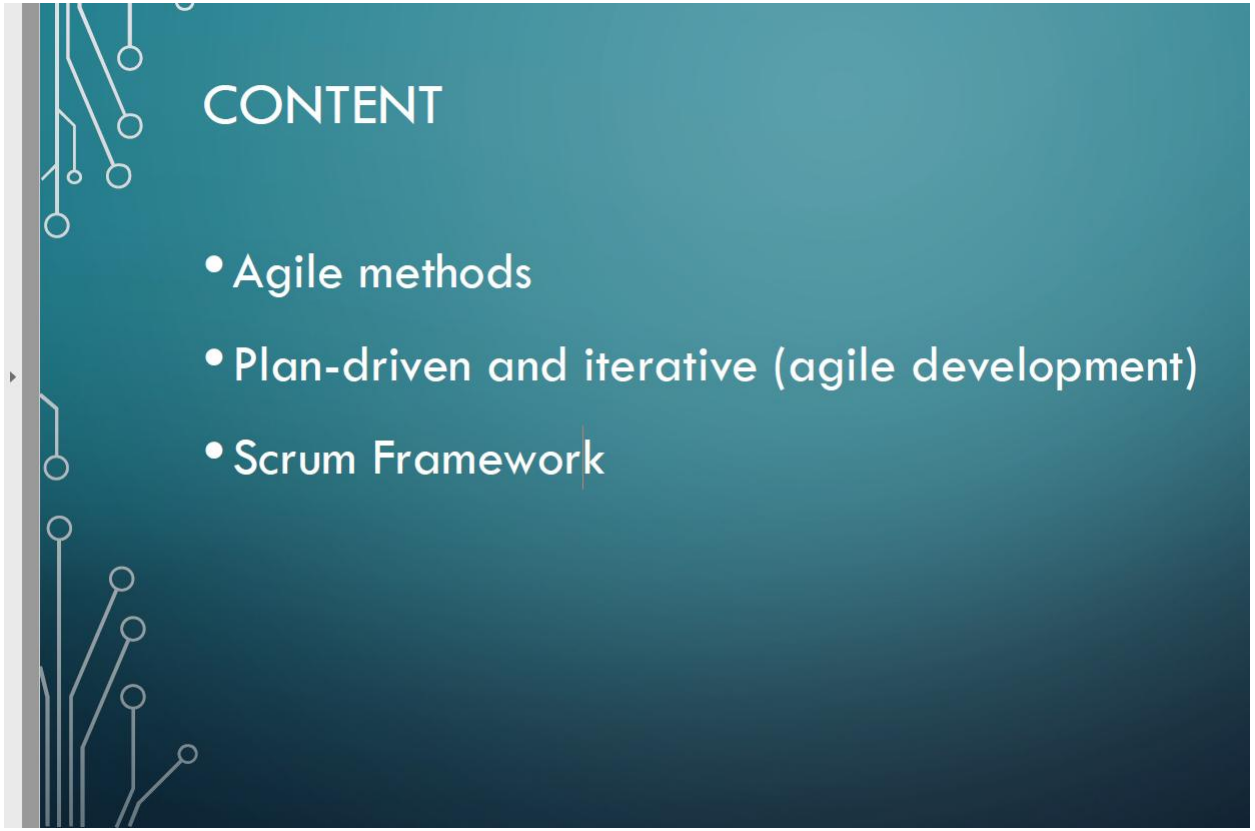
Week 2 -2

- 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



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)

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

specific, measurable, context, achieveable, relevant

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 ?