

Advanced Software Engineering

Programme course

6 credits

Avancerad programutvecklingsmetodik

TDDD30

Valid from: 2017 Spring semester

Determined by

Board of Studies for Computer Science and
Media Technology

Date determined

2017-01-25

Main field of study

Computer Science and Engineering, Computer Science, Information Technology

Course level

Second cycle

Advancement level

A1X

Course offered for

- Computer Science and Engineering, M Sc in Engineering
- Information Technology, M Sc in Engineering
- Computer Science and Software Engineering, M Sc in Engineering
- Industrial Engineering and Management - International, M Sc in Engineering
- Industrial Engineering and Management, M Sc in Engineering

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Software engineering theory and practice. Practical programming. Basic courses in mathematics.

Intended learning outcomes

Passed students shall be able to:

- explain and exemplify advanced concepts of Software Engineering
- collect, analyse and discuss empirical data found in published articles or own investigation or experiment
- write a summary of a software engineering subject

Course content

- Guide to the Software Engineering Body of Knowledge.
- Experimentation in Software Engineering.
- Domain-specific languages.
- Specification and verification of software-intensive systems.
- System anatomies.

Teaching and working methods

Relevant concepts are taught and discussed in a seminar series. In groups of 1-4 students collect, analyze and present empirical material in software engineering. The material comes either from published papers or an own investigation or experiment.

Each student selects a subject together with the examiner and writes a self-contained summary in English. Advice will be given both individually and in some seminars.

Examination

UPG1	Hand-in assignment	U,3,4,5	3 credits
UPG3	Presentation	U,G	1 credits
HEM1	Home-assignment	U,3,4,5	2 credits

(When both moments are passed, the total grade for the course will be the arithmetic average of the grades, rounded to the nearest integer. If the decimal is exactly 0.5 the grade will be rounded to the highest nearest integer.)

Grades

F, 3, 4, 5

Subject area

Informatics/Computer and Systems Sciences

Disciplinary domain

Technology

Department

Department of Computer and Information Science (IDA)

Director of Studies or equivalent

Ahmed Rezine

Examiner

Kristian Sandahl

Education components

Preliminary scheduled hours: 36 h

Recommended self-study hours: 124 h

Course literature

Additional literature

Books

Lars Taxén (editor), *The System Anatomy. Enabling Agile Project Management.*

Studentlitteratur 2011

ISBN: 978-91-44-07074-2

Please note that the book is a recommendation.

Other

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.