

COURSE NAME: Software Engineering II: Product Development and Release Concepts

COURSE CODE: BAIS3230

## COURSE DESCRIPTION

Software Engineering II: Product Development and Release Concepts will examine the process of software development within the Unified Process environment, concentrating on the many tasks within implementation and test. The focus of this course is an implementation and test of a computerized business solution for an organization concentrating on Object-Oriented Programming (OOP) and software test techniques. The primary deliverables for this course are Construction phase artifacts and Transition phase artifacts that support the Unified Process method of software development.

Course Credits: 3.00 Pre-requisites: BAIS3130

### LEARNING OUTCOMES

OUTCOME	Upon successful completion of this course, you will be able to
1	produce a software product ready for operational release.  The following concepts, skills, and issues are used to support this Outcome:  Identify and detail all remaining requirements  Analysis  Design  Implementation  Test  Assessment
2	establish a software product in an operational environment.  The following concepts, skills, and issues are used to support this Outcome:

3	complete final product documentation and deliverables.
	The following concepts, skills, and issues are used to support this Outcome:  Iterative and incremental  Construction completed key deliverables  Transition corrected and completed key deliverables
4	control and complete a business case.  The following concepts, skills, and issues are used to support this Outcome:  • Software project schedule  • Business arrangement patterns  • Controlling progress  • Review business plan

## STUDENT EVALUATION

OUTCOME	ACTIVITY DESCRIPTION	MARK DISTRIBUTION
1	Construction Phase Operational Software Release	30%
2	Transition Phase Software Release	15%
3	Construction Phase Documentation	30%
3	Transition Phase Documentation	15%
4	Business Case - Construction	5%
4	Business Case - Transition	5%
	TOTAL	100%

# **COMPLETION REQUIREMENTS**

Standard D or no less than 50%.

## REQUIRED LEARNING RESOURCES

Ivar Jacobson, Grady Booch, James Rumbaugh. (1999). The unified software development process (paperback). (1st.). Reading, Mass: Addison-Wesley,. ISBN: 0321822005.

Craig Larman. (2005). Applying UML and patterns: an introduction to object-oriented analysis and design and iterative development. (Third.). Upper Saddle River, N.J.: Prentice Hall PTR. ISBN: 0131489062.

## STUDENT EQUIPMENT AND SUPPLIES

No additional supplies are required

### **DELIVERY METHOD**

This course will be taught using a variety of delivery methods which may include face-to-face, online, or blended teaching platforms. Activities such as collaborative exercises/assignments, seminars, labs, discussion, audio/visual presentations, case studies, and practicums may be used to support learning.

### STUDENT RESPONSIBILITY

Enrolment at NAIT assumes that the student will become a responsible citizen of the Institute. As such, each student will display a positive work ethic, assist in the preservation of Institute property, and assume responsibility for his/her education by researching academic requirements and policies; demonstrating courtesy and respect toward others; and respecting expectations concerning attendance, assignments, deadlines, and appointments.

## **EQUITY STATEMENT**

NAIT is committed to providing an environment of equality and respect for all people within the learning community, and to educating faculty, staff, and students in developing inclusive teaching and learning contexts that are welcoming to all.

Leadership Review Date: July 30, 2015

Curriculum Committee Review Date: February 18, 2013

Changes to This Course Outline: Every effort has been made to ensure that information in this course outline is accurate at the time of publication. The Institute reserves the right to change courses if it becomes necessary so that course content remains relevant. In such cases, the instructor will give the students clear and timely notice of the changes.

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