***Knowledge (Programming)***

The student has knowledge about:

1Pv1 - Specifications of abstract data types

* Enums

1Pv3 - Abstraction mechanisms in modern programming languages

* Interfaces

***Knowledge (Systems Development)***

The student has knowledge about:

1Sv2 - The importance of quality criteria for the systems development process and the final systems design

* How different diagrams like Domain Model and System Diagram link together
* Finding the criteria for different diagram types > 3 stray 1 stay to hear other groups criteria
* Use cases

***Knowledge (Business Understanding)***

The student has knowledge about:

1Vv2 - Standard systems in a company, including organisational concepts

1Vv3 - Reasons for investing in IT

***Skills (Programming)***

The student can:

1Pf2 - Use programming language to realise algorithms, design patterns, abstract data types, data structures, design models and user interfaces

1Pf3 - Use a modern integrated development tool, including version control systems

* Collaborative GitHub project

1Pf6 - Design applications based on a layered software architecture

1Pf7 - Use software components/libraries

1Pf8 - Prepare documentation in relation to valid de-facto standards in the field

* Talked about how well written tests would work as documentation

1Pf9 - Use up-to-date techniques and tools for testing and quality assurance

* Continued use of TDD

***Skills (Systems Development)***

The student can:

1Sf1 - Model and design It systems

* System Diagram
* Class diagrams
* Object diagrams
* Use cases
* Domain Model

1Sf2 - Use an appropriate software architecture

1Sf3 - Document and communicate product and process – including traceability

* System Sequence Diagrams

1Sf4 - Ensure quality of product and process

* Checking different diagrams match

1Sf5 - Use appropriate design patterns

***Skills (Business Understanding)***

The student can:

1Vf1 - Analyse and model business processes

* Converting user stories into use cases and diagrams

1Vf4 - Communicate and explain to both internal and external partners

* Who’s the different stakeholders

***Competences (Programming)***

The student can:

1Pk1 - Participate as a professional programmer in development and maintenance projects

* For TicTacToe: we had a collaborative GitHub project

1Pk2 - Keep up to date with current programming languages, development tools, programming technology and program design

* Lecture about using SCRUM
* Lecture about using TDD in workplace
* Tech Talks Event
* Reading in tdd & banana book

***Competences (Business Understanding)***

The student can:

1Vk2 - Collaborate with representatives from the user organisation and the development organisation based on an understanding of business processes and concepts

* Technology Denmark talked in Class