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|  | **COM00144M**  **Software Engineering** |

**Module Learning Outcomes:**

1. Investigate problems and write a software requirement specification and design blueprint expressed in UML
2. Apply a range of design patterns and principles to solve design problems
3. Critically evaluate and apply tools and techniques for automated software testing
4. Apply a range of refactoring techniques to improve code quality
5. Critically evaluate the appropriateness of different software engineering techniques and tools
6. Manage risk in making changes to an existing software system through rigorous engineering practices