<table>
<thead>
<tr>
<th>Course Code: F29SO</th>
<th>Course Title: Software Engineering</th>
<th>Course Co-ordinator: Monica Farrow</th>
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<tr>
<td><strong>Pre-requisites:</strong></td>
<td>F28SD Software Design, F28IT Internet &amp; Communications, F28DM Database Management, F28IN Interaction Design</td>
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| **Aims:** | ♦ To equip students with knowledge and skills for the effective management of a group project which encompasses the software development lifecycle  
♦ To enable students to reinforce their knowledge and skills gained in software processes, internet technology, database management and interaction design  
♦ To build students understanding, knowledge and skills in teamwork, software development in groups, and project planning.  
♦ To enable students to develop a broader understanding of the interrelationship of development life-cycles and a critical capability in the selection of tools and methods to support project planning, systems analysis, requirements capture, and system specification. |
| **Syllabus:** | ♦ Review and extension of the components studied in earlier years which contribute to the group project  
♦ Software project management including working in groups, project planning and costing, risk assessment  
♦ Use of Industry-level Standards for software development and documentation, covering aspects such as change control and requirements traceability  
♦ Further study of software development tools, especially version control |
| **Learning Outcomes:** | **Subject Mastery**  
Understanding, Knowledge and Subject-Specific Skills  
♦ A broad and integrated understanding and knowledge of the various development and programming paradigms, software development life-cycles, teamwork and project planning  
♦ Detailed theoretical and practical knowledge of the use of methodologies for requirements capture, iterative design, resource capture and management, deployment and evaluation of systems, at a basic level  
♦ Practice in the use of object-oriented programming, databases, scripting and markup languages applied to a substantial project |
| **Learning Outcomes:** | **Personal Abilities:**  
Cognitive skills, Core skills and Professional Awareness  
♦ Identification, critical analysis and evaluation of the development of a software system (PDP)  
♦ Practice in working in a group, negotiating requirements, reaching a consensus, taking responsibility for own work, taking part in a presentation, and working with others to a deadline (PDP)  
♦ Appreciation of the interrelationship of knowledge domains |
| **Assessment Methods:** | Assessment:  
Group Project: (weighting - 50%)  
Examination: (weighting – 50%)  
Synoptic with F29PD Professional Development  
Re-assessment:  
Examination: (weighting – 100%) |