

Module Title	Software Development 2	School	Mathematical & Computer Sciences				On or Off-Campus	On-Campus	
Module Co-ordinator	Brian Palmer	SCQF Level	7	Module Code	F27SB	Semester	2	Credits	15

1. Pre-requisites										
2. Linked Modules (specify if synoptic)	F72SA Software Development 1									
3. Excluded Modules	None									
4. Replacement Module	Code:			5. Availability as an Elective		Yes <input type="checkbox"/>				No <input checked="" type="checkbox"/>
	Date Of Replacement:									
6. Degrees for which this is a core module	Mandatory module for BSc Computer Science & MEng Software Engineering									
7. Aims										
<p>To impart further techniques of object orientation To introduce simple data structures and algorithms</p>										
8. Syllabus										
<ul style="list-style-type: none"> ◆ Inheritance: hierarchies, subclasses, polymorphism, static and dynamic type, overriding, dynamic method lookup ◆ Abstract classes, abstract methods, interfaces ◆ GUIs: components, layout, event handling ◆ Error-handling: defensive programming, exceptions, assertions ◆ Collection classes ◆ Stacks, queues, lists, priority queues, binary trees ◆ Basic algorithms such as searching and sorting 										

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9. Learning Outcomes (HWU Core Skills: Employability and Professional Career Readiness)

Subject Mastery	<p>Understanding, Knowledge and Cognitive Skills Scholarship, Enquiry and Research (Research-Informed Learning)</p> <ul style="list-style-type: none"> ◆ Knowledge of the object-oriented paradigm ◆ Understanding of inheritance ◆ Knowledge of graphic user interfaces ◆ Experience of an application programming interface ◆ Knowledge of simple data structures: stacks, queues, priority queues, lists, binary trees ◆ Knowledge of basic computing algorithms such as searching and sorting ◆ Grounding in complexity theory (big O notation)
Personal Abilities	<p>Industrial, Commercial & Professional Practice Autonomy, Accountability & Working with Others Communication, Numeracy & ICT</p> <ul style="list-style-type: none"> ◆ Possession of fundamental skills in computer science, applicable throughout the remainder of the degree ◆ Understanding of the importance of regular working habits (pdp) ◆ Understanding of the use of chatboards and other devices to learn from and instruct others in the class (pdp) ◆ Ability to compare and evaluate the applicability of simple data structures to relevant problems (pdp)

10. Assessment Methods				11. Re-assessment Methods	
Method	Duration of Exam (if applicable)	Weighting (%)	Synoptic modules?	Method	Duration of Exam (if applicable)
Exam	2 hours	40%		Exam	2 hours
Laboratories		60%			

12. Date and Version							
Date of Proposal	11/9/7	Date of Approval by School Committee	12 December 2007	Date of Implementation	September 2008	Version Number	1