

Liverpool John Moores University

Title: Software Development Process
Status: Definitive
Code: **4002ESE** (120622)
Version Start Date: 01-08-2016

Owning School/Faculty: Computer Science
Teaching School/Faculty: Computer Science

Team	Leader
David England	Y
Sud Sudirman	
Thomas Berry	
Andrew Laws	

Academic Level: FHEQ4 **Credit Value:** 10 **Total Delivered Hours:** 36
Total Learning Hours: 100 **Private Study:** 64

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	24
Practical	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Individual Essay on a development topic	100	

Aims

To introduce the student to a range of development aspects of computing and the associated tools and techniques used in them.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate knowledge of a range of development topics in computing.
- 2 Identify suitable methods for developing solutions to problems in computing.
- 3 Apply the appropriate tools and techniques to practical aspects of computing.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Individual Essay	1	2	3
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Outline Syllabus

Overview of the Software Development Process

Overview of Project Management

Gathering Requirements

Making Sense of Requirements

Producing a Design

Common Design and Development Tools

Problem Solving: Moving from Design to Implementation

Approaches to Testing

Report Writing and drawing conclusions

Learning Activities

Lectures, tutorial activities and computer lab practical sessions are used to deliver the topics.

Notes

This module introduces students to a range of practical topics associated with the development of computing solutions, and enables them to develop the skills to use the appropriate tools and techniques in these selected areas.