

Liverpool John Moores University

Title: SOFTWARE ENGINEERING APPLICATIONS WORKSHOP
Status: Definitive
Code: **5006COMP** (102925)
Version Start Date: 01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Computing and Mathematical Sciences

Team	Leader
Martin Randles	Y

Academic Level: FHEQ5
Credit Value: 12.00
Total Delivered Hours: 36.00
Total Learning Hours: 120
Private Study: 84

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Practical	36.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Group assignment	100.0	

Aims

To provide the students with an opportunity to practise the principles of structured development using a set of appropriate software engineering tools, techniques and methods.

Learning Outcomes

After completing the module the student should be able to:

- 1 Plan an appropriate implementation strategy.

ISBN	
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Course Material	Book
Author	Kernighan, B.W., Pike, R
Publishing Year	1999
Title	The Practice of Programming
Subtitle	
Edition	
Publisher	Addison Wesley
ISBN	

Course Material	Book
Author	BCS code of conduct
Publishing Year	0
Title	www.bcs.org.uk/aboutbcs/coc.htm
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	Principles of data protection
Publishing Year	0
Title	www.dataprotection.gov.uk/principl.htm
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	Ayres, R.
Publishing Year	1998
Title	The Essence of Professional Issues in Computing
Subtitle	
Edition	
Publisher	Prentice Hall
ISBN	

Course Material	Book
Author	McConnel, S.
Publishing Year	1996
Title	Rapid Development: Taming Wild Software Schedules
Subtitle	
Edition	
Publisher	Microsoft Press
ISBN	

Notes

This module uses concepts and architectures studied in other modules in order to design and implement software solutions.