Liverpool John Moores University

Title:	SOFTWARE ENGINEERING APPLICATIONS WORKSHOP
Status:	Definitive
Code:	5006COMP (102925)
Version Start Date:	01-08-2011
Owning School/Faculty: Teaching School/Faculty:	Computing and Mathematical Sciences 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.

- 2 Develop the necessary quality control and testing procedures.
- 3 Generate the appropriate design techniques to produce a suitable design.
- 4 Implement the design using an appropriate development environment.
- 5 Produce the necessary system documentation.
- 6 Discuss professional and ethical issues in software development.

Learning Outcomes of Assessments

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

Report 1 2 3 4 5 6

Outline Syllabus

The module uses a mini project done in groups to consolidate earlier learning. The project will follow all stages of the life cycle to produce a prototype application. The students will also examine the implications of the BCS Code of Practice and the Principles of Data Protection in their work. The following are examples of the type of exercises used:

Project plan for implementing software for a Vending Machine. Exercises using a simple CASE tool for project implementation and control. Design and implementation of an e-commerce software catologue.

Learning Activities

Project development, group work, presentations and labs.

References

Course Material	Book
Author	Sommerville, I.
Publishing Year	2006
Title	Software Engineering
Subtitle	
Edition	8th Edition
Publisher	Addison Wesley
ISBN	978-0321313799

Course Material	Book
Author	Pressman, R. Ince, D.
Publishing Year	2004
Title	Software Engineering: a practitioners approach
Subtitle	
Edition	
Publisher	McGraw-Hill

|--|

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.