

Liverpool John Moores University

Title: CONTEMPORARY SOFTWARE DEVELOPMENT
Status: Definitive
Code: **6129COMP** (121306)
Version Start Date: 01-08-2021
Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
Fawaz Ghali	Y
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Academic Level: FHEQ6
Credit Value: 20
Total Delivered Hours: 55
Total Learning Hours: 200
Private Study: 145

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	11
Practical	44

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	An individual report is prepared contained a complete set of documentation for a software development project and indicating the student's contributions.	90	
Practice	AS2	The students demonstrate the working software in the laboratory	10	

Aims

To use the latest methods and tools in software development to produce an industry

standard piece of software

Learning Outcomes

After completing the module the student should be able to:

- 1 Identify a range of established techniques for best and most up-to-date software engineering practice.
- 2 Critically review a software development project, planning using the latest tools and techniques in software engineering,.
- 3 Utilise appropriate, standard industry practice procedures and development tools for software development, with an appreciation of the limitations and uncertainty inherent within a software development project.
- 4 Critically analyse professional and ethical issues (including information security) in software development for application and extension to their own software projects.

Learning Outcomes of Assessments

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

Documentation for software	1	2	3	4
Software Demo	3			

Outline Syllabus

Modern software development practice processes and organisation
Industry standard software development processes
Tools and techniques for software development
Requirement gathering and design tools
Implementation and testing tools
Software project management tools
Building in security to software development projects
Problem based learning and project development

Learning Activities

This module will comprise of a small number of short lectures detailing modern trends in software development leading to problem based self-directed learning by the student There will be project development sessions involving regular team meetings with the tutor. Practical sessions where development techniques are demonstrated and acquired. Group work involving arranging and participating in software development team meetings. Presentations to their own group and students in other development teams.

Notes

This module is intended to draw the students' attention to modern practices in software engineering, which they can then go on to look at in more detail from their own perspective. This knowledge is used to form industry standard development teams to develop a given project; replicating real world software development, using associated tools and techniques. Each student will prepare their own individual report on the group project indicating their contribution, which ought to include a development aspect.