SOFTWARE ENGINEERING COURSE SPECIFICATION

HIGHER EDUCATION PERFORMANCE REVIEW: PROGRAMME REVIEW

COURSE SPECIFICATION

This Course Specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and   demonstrate if he/she takes full advantage of the learning opportunities that are provided. It should be cross-referenced with the programme specification.

1. Teaching Institution	Baghdad University /Collage of science for women
2. University Department/Centre	Computer Science Department
3. Course title/code	٣٠٩CSN Software Engineering/
4. Programme(s) to which it contributes	
5. Modes of Attendance offered	The presence of an actual study and there was no remote , according to the laws in force

6. Semester/Year	third year /second semester
7. Number of hours tuition (total)	45 hours a theoretical
8. Date of production/revision of this specification	20/4/2016

9. Aims of the Course

This course aims to enable the student to study the Principles of Software Engineering and understand the pros and cons of each principle, in addition to the analysis of each principle of these principles and knowledge of the tools and steps and targets are used for each principle through a series of steps approved by the public..

10· Learning Outcomes, Teaching ,Learning and Assessment Methods

JJ- Knowledge and Understanding

A1-recognition Overview of Software Engineering and understanding

A2-recognition software process models and understanding

A3- knowledge and understanding of the concept of software management or projects

A4-knowledge and understanding of software metrics

A5- learn how to develop a plan for the project and other

B. Subject-specific skills

B 1 - Learn how to build a project with as little cost as possible

B 2 - Learn how to build a project with high achievement

B 3 - Learn how to build a project with high reliability

B4- learning how to build a project with as little as possible cost for maintenance

Teaching and Learning Methods
Education: Provide printed lectures, and a variety of modern and rich sources of example.
Learning: asking questions and inquiries and make the student turns to teaching explanation.
Learning: direct questions for students to get them to pay attention and focus.

Assessment methods
Quizzes semi-weekly-
Ask questions sudden and interlaced with an explanation of lectures -
Monthly and quarterly tests-

C. Thinking Skills

C1-ask range solutions to the same problem and discussed both individually and determine the appropriate method of solution

C2- put forward solutions contain inaccuracies and identifying these mistakes After discussion and processed

C 3-ask questions that oral exceptional need exceptional answers as be

of a specified weight of evaluation and grading hand, which is a strong

incentive for the participation of students and rivalry

D. General and Transferable Skills (other skills relevant to employability and personal development)

D1-distribution specific topics for each group of students to prepare research reports on the World Wide Web, the sources or the library and drafted in accordance with the basis of the approved formulation research

D2-giving leadership debate administration, however, the group discussion and enable them to lead and manage the dialogue

D3-alert on errors in the oral answers students

D4- alert on errors in the answers written by students and pointing to her knowledge by the student.

11. Course Structure

Week	Hours	ILOs	Unit/Module or Topic Title	Teaching Method	Assessment Method
1	3 theoretical	Learn the principles of software engineering	Generic view of s/w engineering	According to point 10 above and as needed	According to point 10 above and as needed
2	3 theoretical	Understanding of software processes	The software process	According to point 10 above and as needed	According to point 10 above and as needed
3	3 theoretical	. Knowledge of the models used in the software operations	Software process models	According to point 10 above and as needed	According to point 10 above and as needed
4	3 theoretical	The first model to understand	The linear sequential model	According to point 10 above and as needed	According to point 10 above and as needed
5	3 theoretical	Understanding the second model	The prototyping model	According to point 10 above and as needed	According to point 10 above and as needed
6	3 theoretical	Knowledge of the principles of project management plan	Project management concept	According to point 10 above and as needed	According to point 10 above and as needed
7	3 theoretical	Knowledge of the principles of project management plan	S/w process &project metrics	According to point 10 above and as needed	According to point 10 above and as needed
8	3 theoretical	Knowledge of the principles of project management plan	s/w process improvement	According to point 10 above and as needed	According to point 10 above and as needed
9	3 theoretical	Knowledge of the principles of project management plan	Software measurement	According to point 10 above and as needed	According to point 10 above and as needed

10	3 theoretical	Knowledge of the principles of project management plan	Size and function metrics	According to point 10 above and as needed	According to point 10 above and as needed
11	3 theoretical	Know how to measure the quality and efficiency of the system	Metrics for s/w quality	According to point 10 above and as needed	According to point 10 above and as needed
12	3 theoretical	Know how it is planning for the system and develop a plan	s/w project planning	According to point 10 above and as needed	According to point 10 above and as needed
13	3 theoretical	The organization of the sources used in the system	Software scope & resources	According to point 10 above and as needed	According to point 10 above and as needed
14	3 theoretical	Quality Assurance System	S/w Quality assurance	According to point 10 above and as needed	According to point 10 above and as needed
15	3 theoretical	Software reliability	Software reliability	According to point 10 above and as needed	According to point 10 above and as needed

12. Infrastructure	
Required reading: .Software Engineering by Ian Sommerville Edition. .Software Engineering (Complete Course Book) by Samarjeet Kaur, Sandhir Sharma, P.P. Singh	
Special requirements (include for example workshops, periodicals, IT software, websites)	

Community-based facilities (include for example, guest Lectures , internship , field studies)	

13. Admissions	
Pre-requisites	No Requirements
Minimum number of students	Depending on the size of the hall, according to the division of the classes, 20
Maximum number of students	Depending on the size of the hall, according to the division of the classes, 30