

AMITY GLOBAL INSTITUTE
MODULE SYLLABUS

Course	Diploma in Computing
Module Title	Software Engineering
Start Date	September 2018
End Date	September 2019
Syllabus / Content / Learning Outcomes	<p>On successful completion of the module students will be able to:</p> <p>Knowledge and Understanding</p> <ol style="list-style-type: none"> a. have a satisfactory awareness of the principles underlying the object oriented approach to developing software systems b. know how Object Oriented techniques help in the development of correct, robust and reliable software systems. <p>Subject specific skills</p> <p>On successful completion of the module students will have demonstrated their ability to:</p> <ol style="list-style-type: none"> a. demonstrate fundamental issues of the object-oriented approach b. be capable of taking a simple problem solution design and implementing a solution c. devise elementary test data for testing software. Set-up data files <p>Key Skills</p> <p>On successful completion of the module students will have had the opportunity to:</p> <ol style="list-style-type: none"> a. Self management: organise and start to develop a stylised approach b. Problem solving: apply a limited range of software implementation methods c. Use of IT: create working software-based solutions
No. of Teaching Hours	<p>Teacher Managed Learning</p> <p>Eg : Lectures : 48 Hrs</p> <p>Student Managed Learning</p> <p>Eg : Tutorials, Seminars etc : 152 Hrs</p> <p>TOTAL = 200</p>
Teaching Methods	Lectures, tutorials, case-studies analysis, research journals and group discussion
Assessment Methods and Weightages	<p>Written Assessment 1 (1500 Words) – 50%</p> <p>Written Assessment 2 (1500 Words) – 50%</p>
Skills for Maximising Learning Outcomes	Reading and Research
Dates of Examination and Submission of Assignment	<p>Examination Period (not all modules have end-of-semester / year examinations)</p> <p>Indicative:</p> <p>January 2019</p> <p>September 2019</p>
Recommended Text & Reference	<ul style="list-style-type: none"> • Sommer Ville - "Software Engineering", Addison-Wesley • Roger S Pressman and Bruce R Maxim – "Software Engineering – A Practitioner's Approach", McGraw Hill Education

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Lesson No.	Learning Outcome
1.	Software Processes
2.	Requirement Engineering
3.	System Modelling
4.	Object Oriented Analysis
5.	Object Oriented Design using UML
6.	Object Oriented Software Testing
7.	Implementation of the Solution
8.	Functional Security