

| <b>Data field</b>                          | <b>Explanation</b>   |
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| Module number                              | M08  |
| German title /<br>English title            | Softwaretechnik /<br>Software Engineering  |
| Credits                                    | 5 ECTS   |
| Workload                                   | 68 Contact hours (3 SWS SU + 1 SWS Ü), 82 Hours of independent study   |
| Subject coverage                           | Subject-specific principles  |
| Learning outcomes                          | Students know basic principles of Software Engineering. They are acquainted with an object-oriented programming language and can systematically develop and test software in the context of information and communication systems.   |
| Requirements                               | none   |
| Level                                      | 2. Semester  |
| Type of module                             | Seminar, Laboratory Training   |
| Status                                     | Required module  |
| Semesters when offered                     | Summer semester  |
| Method of assessment / Type of examination | The method of assessment / type of examination must be defined by the lecturer within the deadline determined in §19 (2) RSPO. Should the deadline pass without determination of the form of assessment in the module, the following method of assessment / type of examination applies: SU Written examination (90 minutes), Ü Written laboratory report (10-15 pages) with consultation (15-30 minutes)  |
| Grade assessment                           | See study and examination regulations  |
| Content                                    | <ul style="list-style-type: none"> <li>• Fundamentals of object-oriented design and implementation with practical exercises in an object-oriented programming language, for example Python</li> <li>• Use of the Unified Modeling Language (UML) for expressing structure and interaction within larger software architectures</li> <li>• Basic knowledge of modern software engineering processes</li> <li>• Use of software development tools: Versioning systems, Integrated Development Environments (IDE), and Testing frameworks</li> <li>• Quality assurance in software-intensive systems</li> <li>• Basic design patterns, for example „Iterator“ or „Observer“</li> <li>• Fundamental data structures, for example container classes, buffers, queues</li> </ul> |
| Reading list                               | <p>Sommerville: Software Engineering, Addison-Wesley Longman</p> <p>Gamma, Helm, Johnson, Vlissides: Patterns. Elements of Reusable Object-Oriented Software., Addison-Wesley</p> <p>Spillner, Linz, Schaefer: Software Testing Foundations - A Study Guide for the Certified Tester Exam, Rocky Nook</p> <p>Fowler: UML Distilled: A Brief Guide to the Standard Object Modeling Language, 3rd. Edition, Addison-Wesley</p>   |
| Further information                        | Language employed in the module: English   |
| Required Room type                         | SU-Sem, Ü-Lab  |