Teaching guide

IDENTIFICATION DETAILS

Degree:	Computer Engineering

Field of Knowledge:	Engineering and Architecture

Faculty/School:	Senior Polytechnic School

Course:	

Type:	Compulsory	ECTS credits:	6

Year:	3	Code:	3649

Teaching period:	Sixth semester

Area:	Software Engineering

Module:	Specific Technology

Teaching type:	Classroom-based

Language:	Spanish

Total number of student study hours:	150

SUBJECT DESCRIPTION

The Software Engineering II course provides an integrated view of the business processes that shape an organisation¿s information system and entails the study of the alternative life cycle for every situation and explores the knowledge acquired in the Software Engineering I course, particularly in the preparation of models corresponding to the stages of the life cycle of software engineering.

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

An ability to analyse and assess the social and environmental impact of technical solutions, understanding the ethical and professional responsibility of the activity of a technical computer engineer.

An ability to design, develop, assess and guarantee the accessibility, ergonomics, usability and security of computer applications, services and systems, and the information managed therein.

Specific skills

An ability to develop, maintain and assess software services and systems that meet all user requirements, are reliable and efficient, are affordable to develop and maintain and meet quality standards, applying software engineering theories, principles, methods and practices.

An ability to assess customer needs and specify the software requirements needed to meet these needs, aligning conflicting goals by looking for acceptable commitments within the limitations stemming from the cost, time and existence of developed systems and of organisations.

An ability to solve integration problems according to available strategies, standards and technologies.

An ability to identify and analyse problems and design, develop, implement, verify and document software solutions based on suitable knowledge of current theories, models and techniques.

An ability to identify, assess and manage potential associated risks that may arise.

An ability to design suitable solutions in one or more fields of application using software engineering methods integrating ethical, social, legal and economic aspects.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
67 hours	83 hours