

Course Unit	Software Engineering			Field of study	Computer Science	
Bachelor in	Multimedia			School	School of Public Management, Communication and Tourism	
Academic Year	2023/2024	Year of study	1	Level	1-1	ECTS credits 6.0
Туре	Semestral	Semester	2	Code	9213-656-1201-00-23	
Workload (hours)	162	Contact hours			C - S	E - OT - O Fieldwork; S - Seminar, E - Placement, OT - Tutorial; O - Other
Name(s) of lecturer(s) Jose Manuel Seixas Alves						

Learning outcomes and competences

- At the end of the course unit the learner is expected to be able to:

 1. Understand the application development process;

 2. Know the project management's phases involved in software development;

 3. Know the models applied to application development;

 4. Analyse and understand requirements for application development;

 5. Modeling software systems from different perspectives (functional, data and behavior); Modeling Web-based and multimedia systems;

 6. Make use CASE tools.

Prerequisites

Before the course unit the learner is expected to be able to: Not applicable

Course contents

- Software Development Project Management - Software Development Project Planning - Models for the Software Development Process - Requirements Analysis - Software Modeling - UML

Course contents (extended version)

- Contextualization of Software Engineering
 Software Development Project Management
 Software Development Project Planning
 Models for the Software Development Process
 Zachman Framework
 Rational Unified Process
 SCRIIM
- SCRUM

- SCRUM
 Requirements Analysis
 6. Object Oriented Software Engineering
 UML Unified Modeling Language
 Diagrams: Structure Diagrams; Behavior diagrams
 Analysis of Web Systems and Multimedia
- 8. CASE tools

Recommended reading

- Mendonça, V. (2022). Sebenta da disciplina de Engenharia de Software. IPB, EsACT.
 Maalej, W., Thurimella, A. (2013). Managing Requirements Knowledge. Springer. ISBN: 978-3642344183
 Pressman, R. Maxim, B. (2015). Software Engineering: A Practitioner's Approach. 8th Edition. McGraw-Hill. ISBN: 978-0078022128
 Thayer, R., Dorfman, M. (2012). Software Engineering Essentials. Volume II, Volume III. Software Management Training. ISBN: 978-0985270704; 978-0985270711; 978-0985270728
- 5. Sommerville, I. (2016). Software Engineering. Pearson Education Limited. ISBN: 978-0133943030

Teaching and learning methods

Contact hours: Theoretical exposition of the concepts and application of the knowledge in the resolution of exercises and practical cases; discussion of case studies; and guidance in the use of CASE tools. Non-presence hours: Practical work (individual or group); Research, analysis and study of documentation; Exploration and tools use.

Assessment methods

- final evaluation (Regular, Student Worker) (Final, Supplementary, Special)
 Case Studies 20% (Continuous Evaluation: presence and effort on project resolution are considered.)
 Practical Work 40% (Practical group work: Structured Modeling of an Information System. (Evaluation Minimum mark>= 7/20).)
 Development Topics 10% (Group Work: Thematic Research (Evaluation Minimum mark>= 7/20).)
 Final Written Exam 30% (Individual evaluation of skills and knowledge acquired. (Evaluation Minimum mark>= 7/20))
 2. final evaluation (Student Worker) (Final, Supplementary, Special)
 Laboratory Work 20% (Demonstration of skills acquired in the use of CASE Tools.(Evaluation Minimum mark>= 7/20))
 Practical Work 40% (Practical group work: Structured Modeling of an Information System. (Evaluation Minimum mark>= 7/20))
 Development Topics 10% (Group Work: Thematic Research (Evaluation Minimum mark>= 7/20).)
 Final Written Exam 30% (Individual evaluation of skills and knowledge acquired. (Evaluation Minimum mark>= 7/20))

Language of instruction

Portuguese

Electronic validationJose Manuel Seixas AlvesAna Lucia Jesus PintoAnabela Neves Alves de PinhoLuisa Margarida Barata Lopes07-05-202408-05-202409-05-202415-05-2024