

CS-305(a) **Software development project**

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Cursus	Sem.	Type
Communication systems	BA5	Opt.
Computer science minor	H	Opt.
Computer science	BA5	Obl.
HES - IN	H	Obl.

Language of teaching	English
Credits	4
Session	Winter
Semester	Fall
Exam	During the semester
Workload	120h
Weeks	14
Hours	4 weekly
Project	4 weekly
Number of positions	

Summary

This course teaches the basics of developing real-world software, i.e., software that is large and complex, is developed by a team, evolves and needs to be maintained, and can cause serious harm if it fails. Students develop an Android app and do a lot of programming.

Content

- Development processes, in particular agile methods
- Tools (source control, project management, issue trackers, debuggers, etc.)
- Android

Learning Prerequisites**Required courses**

- CS-305 Software Engineering (can be taken in parallel)

Important concepts to start the course

First and foremost, students taking Software Engineering must be proficient Java programmers. Without a good prior knowledge of Java, it is very difficult to keep up with the pace of the class. Familiarity with Android development is a plus but not required.

Learning Outcomes

By the end of the course, the student must be able to:

- Design mobile apps
- Coordinate a team of developers

Transversal skills

- Plan and carry out activities in a way which makes optimal use of available time and other resources.
- Assess progress against the plan, and adapt the plan as appropriate.
- Assess one's own level of skill acquisition, and plan their on-going learning goals.
- Manage priorities.

- Take feedback (critique) and respond in an appropriate manner.

Teaching methods

Team-based project

Expected student activities

Work with team members to complete a substantial project

Assessment methods

Grade determined based on both team and individual performance in the project.

Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

Resources**Virtual desktop infrastructure (VDI)**

No

Websites

- <http://sweng.epfl.ch/>