# **TEMPLATE FOR COURSE SPECIFICATION**

## HIGHER EDUCATION PERFORMANCE REVIEW: PROGRAMME REVIEW

# **COURSE SPECIFICATION**

This Course Specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. It should be cross-referenced with the programme specification.

1. Teaching Institution	Al-Nahrain University/ College of Science
2. University Department/Centre	Computer Science department
3. Course title/code	Software engineering
4. Modes of Attendance offered	Full Time
5. Semester/Year	second Semester/ 2015-2016
6. Number of hours tuition (total)	30 Theory + 30 Practical
7. Date of production/revision of this specification	

8. Aims of the Course

Our mission is to prepare students for successful careers in software engineering and graduate education with a thorough understanding of software engineering and experiential learning opportunities to apply that knowledge to solve real-world problems.

### 9. Learning Outcomes, Teaching ,Learning and Assessment Methode

### A- Cognitive goals.

Some common software engineer goals, all of which can easily be made SMART goals, include:

A1. Coding goals.

A2.Technical goals. A3.Code quality goals. A4.Code ownership goals.

A5-System design goals.

A6 Testing goals.

A7.Debugging goals.

A8.Entrepreneurial goals.

B. The skills goals special to the course.

B1.The ability to use visual basic language, and applying the theory fundamentals and its use in different algorithms.

B2.Improve the student's analysis and conclusion capabilities.

Teaching and Learning Methods

Lectures, problem classes

Assessment methods

Exam, Test

C. Affective and value goals
C1. The ability to use visual basic language, and applying the theory fundamentals and its use in different algorithms.
C2.Improve the student's analysis and conclusion capabilities.

Teaching and Learning Methods

Lectures, problem classes

Assessment methods

# Exam, Test

# D. General and rehabilitative transferred skills(other skills relevant to employability and personal development) D1. D2. D3. D4.

10. Course Structure					
Week	Hours	ILOs	Unit/Module or Topic Title	Teaching Method	Assessment Method
1+2	2+2		'software crisis'& introduction to software	Formal Lectures	Class Activity
3+4	2+2		Software Processes	=	Class Activity and Quiz
5+6	2+2		Requirements Engineering	=	Class Activity and Quiz
7	2+2		Mid Exam		
8+9	2+2		System Modeling	=	Class Activity and Quiz
10+11	2+2		Architectural Design	=	Class Activity
12	2+2		Design and Implementation	=	Class Activity
13+14	2+2		Software Testing	=	Class Activity
15			Mid Exam		

11. Infrastructure	
1. Books Required reading:	
2. Main references (sources)	SOFTWARE ENGINEERING Ninth Edition by (Ian Sommerville)

A re re	- Recommended books and eferences (scientific journals, eports).		
B-Electronic references, Internet sites			
	12. The development of the curriculum plan		