Module title			Abbreviation
Software Quality			10-GE-SQ-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

How do we develop high quality software? How do we write good code? This module will teach students how to recognise and write high quality software code.
The module will focus on developing the skills to meet critical software quality requirements such as reliability, testability, accuracy, security, portability and maintainability as well as efficiency in time and space. Programming guidelines as well as code examples will illustrate concepts, techniques and tools that lead to professional code quality and ensure high software quality production. Different programming languages will be used to highlight typical examples and key concepts.

Intended learning outcomes

At the end of the course, the students will have gained a solid background knowledge on the theory and the methods for producing high quality code. They will also have gained a broad understanding of testing techniques and software requirements specifications.

Courses (type, number of weekly contact hours, language — if other than German)

V (2)
Module taught in: German or English

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 h

Teaching cycle

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Referred to in LPO I (examination regulations for teaching-degree programmes)

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Module appears in

Bachelor's degree (1 major) Games Engineering (2016)
Bachelor's degree (1 major) Games Engineering (2017)
Bachelor's degree (1 major) Games Engineering (2025)