Module title: Software Technology
Abbreviation: 10-GE-ST-162-m01

Module coordinator: Dean of Studies Informatik (Computer Science)
Module offered by: Institute of Computer Science

ECTS: 10
Method of grading: Only after succ. compl. of module(s)
Numerical grade: --

Duration: 1 semester
Module level: undergraduate
Other prerequisites: --

Contents
Object-oriented software development with UML, development of graphical user interfaces, foundations of databases and object-relational mapping, foundations of web programming (HTML, XML), software development processes, unified process, agile software development, project management, quality assurance.

Intended learning outcomes
The students possess a fundamental theoretical and practical knowledge on the design and development of software systems.

Courses
(V (4) + Ü (2))

Method of assessment
written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate).
Language of assessment: German and/or English creditable for bonus

Module appears in
Bachelor' degree (1 major) Games Engineering (2016)
Bachelor' degree (1 major) Games Engineering (2017)