

## 433-446 System Requirements Engineering

<b>Credit Points:</b>	12.500
<b>Level:</b>	Undergraduate
<b>Dates &amp; Locations:</b>	2008, This subject commences in the following study period/s: Semester 2, - Taught on campus.
<b>Time Commitment:</b>	Contact Hours: Twenty-four hours of lectures, 11 hours of workshops Total Time Commitment: Not available
<b>Prerequisites:</b>	433-341 Software Engineering Process and Practice or equivalent, and study at the third-year level in at least three of the following areas: artificial intelligence, computer design, database systems, graphics, interactive system design, networks and communications, operating systems, programming languages and software engineering methods.
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.&lt;/p&gt;         &lt;p&gt;It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>
<b>Subject Overview:</b>	The objectives of this subject are for students to understand the role of requirements in the software engineering process, languages and notations for requirements engineering, and the role of standards in requirements engineering. Topics covered include requirements phases, functional vs non-functional requirements, system-environment interaction, and requirements techniques and tools.
<b>Assessment:</b>	Two projects each of no more than 30 pages including figures and tables (25% each); and a 2-hour end-of-semester written examination (50%). To pass the subject, students must obtain at least 50% overall, 25/50 in project work, and 25/50 for the written examination.
<b>Prescribed Texts:</b>	None
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Notes:</b>	Credit may not be gained for both 433-446 System Requirements Engineering and 433-646 System Requirements Engineering.
<b>Related Course(s):</b>	Bachelor of Computer Science (Honours) Bachelor of Engineering (Computer Engineering) Bachelor of Engineering (Electrical Engineering) Bachelor of Engineering (Software Engineering)