

615-145 Concepts in Software Development I

Credit Points:	12.500
Level:	Undergraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Summer Term, - Taught on campus. Semester 1, - Taught on campus.
Time Commitment:	Contact Hours: 30 hours of lectures (minimum of 2 per week), 12 workshops and laboratory sessions (3 hours per week) Total Time Commitment: 120 hours
Prerequisites:	615-140 or 615-120 (prior to 2004).
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	Students may not gain credit for both this subject and any of 615-185, 433-171, 433-151 or 433-142.
Core Participation Requirements:	It is University policy to take all reasonable steps to minimise the impact of disability upon academic study and reasonable steps will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact upon their active and safe participation in a subject are encouraged to discuss this with the relevant subject coordinator and the Disability Liaison Unit.
Coordinator:	Sean Maynard
Subject Overview:	<p>The object of this subject is for students to develop problem-solving skills and to demonstrate the use of these skills in software development, using a high level language. This subject will cover topics including the software development lifecycle; the main concepts of programming - selection, iteration and subroutines; software testing and debugging, modular design and file handling.</p> <p>On completing this subject, students should:</p> <ul style="list-style-type: none"> # understand the concepts of software development; # understand how to evaluate alternative algorithmic solutions to a problem; # be able to put these concepts in practice to develop small applications using an application framework and a high-level programming language; and # have a working knowledge of the structure of computer systems and the role of systems software. <p>In addition to these subject-oriented skills, students are exposed to and are expected to develop the following generic skills:</p> <ul style="list-style-type: none"> # the ability to identify a problem and logically pick it apart to generate a creative solution; # the ability to establish a supportive network of peers and regular and effective study techniques; # effective time management; and # using other software such as electronic mail and web browsers.
Assessment:	Ongoing assessment in the form of tutorial and laboratory assessment throughout the semester (50%); a 3-hour written examination in the examination period (50%). Satisfactory completion of tutorial and laboratory assessment in addition to the examination is necessary to pass the subject.

Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Notes:	Students enrolled in the BSc (pre-2008 degree), BASc or a combined BSc course (except for the BSc/ BIS) will receive science credit for the completion of this subject.
Related Course(s):	Bachelor of Geographic Information Technology Bachelor of Information Systems