

Software Systems

Year and Campus:	2012																																	
Coordinator:	Dr Shanika Karunasekera Department of Computer Science and Software Engineering																																	
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Overview:	A Software Systems major will draw on technologies and practices from computer science, engineering and project management to provide students with the knowledge and skills to enter a career in the software industry. Students will learn how to elicit, analyse and document software requirements, and how to design, implement and test a complex software system. Graduates will have advanced skills in software design, web programming, interface design and project management. They will be prepared for the workplace by participating in several realistic programming exercises, by participating in a team project, and by presenting the results of their work in oral and written form. Graduates will also be able to progress to the ME(Software Engineering) degree for professional accreditation as an engineer.																																	
Objectives:	The objective of the software systems major is to contribute to the academic preparation of graduates who embody the University of Melbourne graduate attributes, as well as additional attributes more specific to the Bachelor of Science.																																	
Structure & Available Subjects:	Completion of 50 points of study at Level 3.																																	
Subject Options:	<p>Both of:</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>SWEN30007 Software Systems Project</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>SWEN30006 Software Modelling and Design</td> <td>Semester 1</td> <td>12.50</td> </tr> </tbody> </table> <p>Plus two of:</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>COMP30017 Operating Systems and Network Services</td> <td>Semester 1</td> <td>12.50</td> </tr> <tr> <td>COMP30021 Theoretical Computer Science</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>COMP30019 Graphics and Interaction</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>COMP30018 Knowledge Technologies</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>COMP30020 Declarative Programming</td> <td>Semester 1</td> <td>12.50</td> </tr> <tr> <td>SWEN90006 Software Engineering Methods</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>SWEN90008 Software Processes and Management</td> <td>Semester 1</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	SWEN30007 Software Systems Project	Semester 2	12.50	SWEN30006 Software Modelling and Design	Semester 1	12.50	Subject	Study Period Commencement:	Credit Points:	COMP30017 Operating Systems and Network Services	Semester 1	12.50	COMP30021 Theoretical Computer Science	Semester 2	12.50	COMP30019 Graphics and Interaction	Semester 2	12.50	COMP30018 Knowledge Technologies	Semester 2	12.50	COMP30020 Declarative Programming	Semester 1	12.50	SWEN90006 Software Engineering Methods	Semester 2	12.50	SWEN90008 Software Processes and Management	Semester 1	12.50
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Notes:	This major will not be offered after 2013. From 2014 it will be replaced by a new major, the Computing and Software Systems major. Students commencing their Bachelor of Science in 2012 and beyond are advised to plan to take the Computing and Software Systems major.																																	
Related Course(s):	Bachelor of Science																																	