

# Course Manual SYP

System Design Lab

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## – General information

<b>Long name</b>	System Design Lab
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<b>Approving CModule</b>	<a href="#">SYP_BaTIN</a>
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<b>Responsible</b>	Prof. Dr. René Wörzberger <small>Professor Fakultät IME</small>
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<b>Valid from</b>	winter semester 2022/23
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<b>Level</b>	Bachelor
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<b>Semester in the year</b>	winter semester
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<b>Duration</b>	Semester
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<b>Hours in self-study</b>	138
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<b>ECTS</b>	7
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<b>Professors</b>	Prof. Dr. René Wörzberger <small>Professor Fakultät IME</small>
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### Literature

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**Requirements**

Good programming skills and skills in software engineering.

These prerequisites can be demonstrated by

\* having passed

"Praktische Informatik

1" and "Praktische

Informatik 2" and the

lab course of "Software

Engineering" or

\* having passed

"Software-Praktikum" or

\* by passing an

additional aptitude test

at the beginning of the

course "Software

Design Lab"

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**Language**

German

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**Separate final exam**

No

## – Practical training

### Learning goals

Goal type	Description
Skills	team-oriented software development
Skills	communication with customers
Skills	coverage of whole software lifecycle
Skills	organize project regarding schedule and content
Skills	give presentations
Skills	develop schedule for development project
Skills	elicit and document customer requirements
Skills	specify and model system according to requirements
Skills	design system according to specification and quality requirements
Skills	implement system
Skills	document technical system details
Skills	verify implemented system
Skills	create user documentation
Skills	present own solutions to customers

### Expenditure classroom teaching

Type	Attendance (h/Wk.)
Practical training	4
Tutorial (voluntary)	0

### Special requirements

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**Accompanying material** elektronische Entwicklungswerkzeuge , elektronische Tutorials für Selbststudium Themenscripte Hilfsblätter und Vorlagen

**Separate exam** Yes

### Separate exam

**Exam Type** EN Projektaufgabe im Team bearbeiten (z.B. im Praktikum)

**Details** Diverse deliverables have to be submitted by the teams at several milestone deadlines. These include documented requirements, designs, source code, user documentation etc. These deliverables will be graded and -- together with a grading of the team performance in general -- contribute to the overall grading of the course as a whole.

**Minimum standard** 50% of all achievable points

