

Course Manual SYP

System Design Lab

Version: 3 | Last Change: 15.10.2019 16:34 | Draft: 0 | Status: vom verantwortlichen Dozent freigegeben

– General information

Long name	System Design Lab
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Approving CModule	SYP_BaTIN
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Responsible	Prof. Dr. René Wörzberger <small>Professor Fakultät IME</small>
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Valid from	winter semester 2022/23
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Organisation and materials	Ilias course
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Level	Bachelor
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Semester in the year	winter semester
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Duration	Semester
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Hours in self-study	138
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ECTS	7
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Professors	Prof. Dr. René Wörzberger <small>Professor Fakultät IME</small>
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Literature

keine

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"

Language

German

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

