

# Course

## SYP - System Design Lab

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

### ^ General information

<b>Long name</b>	System Design Lab
<b>Approving CModule</b>	<a href="#">SYP_BaTIN</a>
<b>Responsible</b>	Prof. Dr. René Wörzberger Professor Fakultät IME
<b>Organisation and materials</b>	<a href="#">llu course</a>
<b>Level</b>	Bachelor
<b>Semester in the year</b>	winter semester
<b>Duration</b>	Semester
<b>Hours in self-study</b>	138
<b>ECTS</b>	7
<b>Professors</b>	Prof. Dr. René Wörzberger Professor Fakultät IME
<b>Requirements</b>	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"
<b>Language</b>	German
<b>Separate final exam</b>	No

## ^ Practical training

### Learning goals

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#### Skills

team-oriented software development

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communication with customers

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coverage of whole software lifecycle

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organize project regarding schedule and content

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give presentations

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develop schedule for development project

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elicit and document customer requirements

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specify and model system according to requirements

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design system according to specification and quality requirements

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implement system

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document technical system details

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verify implemented system

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create user documentation

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present own solutions to customers

### Expenditure classroom teaching

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

### Separate exam

## **Exam Type**

working on projects assignment with your team e.g. in a lab)

## **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