

<b>Program</b>	<b>09TT- Engineering in Telecommunication Technologies and Services</b>
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<b>Course number and name</b>	
<b>Number</b>	95000057
<b>Name</b>	Telematic Systems and Service Engineering Ingeniería de Sistemas y Servicios Telemáticos
<b>Semester</b>	Y4-S8

<b>Credits and contact hours</b>	
<b>ECTS Credits</b>	4.5
<b>Contact hours</b>	45

<b>Coordinator's name</b>	Juan C Yelmo
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<b>Specific course information</b>		
<b>Description of course content</b>		
<p>This course provides a general approach to the development of software systems and telematics services, including both methodology guidelines and mainstream software technologies. The course includes regular lectures, individual lab work, self-study material and a Project-based Learning approach based on the assignment of a case study to be developed and presented by a group of students.</p>		
<b>List of topics to be covered</b>		
<ul style="list-style-type: none"> <li>• The software development process: software life-cycles, agile methodologies and software configuration management</li> <li>• Requirements engineering: development and management of software requirements, use cases and user stories</li> <li>• Software platforms and deployment environments: Java Enterprise technologies and Web-Java applications</li> <li>• Modelling and Design of software systems: Data modelling, data persistency, UML, software design methodologies</li> <li>• Service engineering: distributed systems architectures, data exchange technologies, web services</li> <li>• Systems and services testing: verification and validation, testing process automation, continuous integration and deployment</li> </ul>		
<b>Prerequisites or co-requisites</b>		
NA		
<b>Course category in the program</b>		
__ R (required)	X E (elective)	__ SE (selective elective)

### Specific goals for the course

#### Specific outcomes of instruction

RA89 – Ability to program, simulate and validate networked and distributed software services and applications

RA90 – Ability to integrate systems for the acquisition, representation, processing, storage management and presentation of multimedia information for the construction of telecommunication systems and networked applications

RA225 – Knowledge of the basic activities of the development process of software system and services and the main life cycle models.

RA226 – Knowledge and ability to use Scrum as a process model for the development and management in software projects.

RA227 – Knowledge of basic principles of software configuration management of evolving software systems and knowledge and ability to use basic tools for this activity.

RA228 – Knowledge and understanding of software requirement and its different types.

RA229 – Knowledge, understanding and ability to use different approaches to the definition and analysis of software requirements

RA230 – Knowledge of basic principles of software requirements management and knowledge and ability to use basic tools for this activity.

RA231 – Knowledge and ability to use the UML for software systems modeling.

RA232 – Knowledge of different software architectural styles, understanding of their differences and ability to select the most suitable according to the system requirements.

RA233 – Knowledge of common elements and patterns in the detailed design of software systems.

RA234 – Knowledge of the process and activities for the transition, configuration, deployment and operation of software systems.

RA235, RA237 – Ability to use tools for the automation of software construction and continuous integration and ability to apply them on a Java Enterprise platform.

RA238 – Knowledge and ability to use technologies and tools for the provision of software services.

RA239 – Understanding of the processes of software verification and validation and their relationship to other phases of the software life-cycle.

RA240 – Knowledge of the main techniques and principles of software testing.

RA241 – Ability to use tools for software testing at different levels

#### Student outcomes addressed by the course

CETL1, CETL6, CETL7, CG2, CG3, CG4, CG5, CG7, CG8, CG9, CG10, CG11, CG12

### Bibliography and supplemental materials

- D. C. Kung. *Object-oriented Software Engineering: An Agile Unified Methodology*. McGraw Hill Higher Education, 2013.

### Teaching methodology

X lectures	__ problem solving sessions	X collaborative actions	X laboratory sessions
<b>Other:</b>	PBL		