Computer Science

Requirements Engineering and Software Architecture (COMP0101)

Description

Aims:
The module will train students in the fundamental principles and latest techniques in systems requirements engineering and software architecture.

Learning outcomes:
Students will learn how to discover, model, analyse and communicate requirements for software intensive systems and how to design, evaluate and communicate software architecture that meet these requirements. The emphasis will be on developing the students' modelling skills and their ability to communicate requirements and architectures with clarity and precision to business stakeholders and software developers.

Content:
System Requirements Engineering: Goal-oriented requirements engineering, requirements engineering in agile projects; Software Architecture: Architecture modelling, architectural styles, quality requirements.

Requisites:
In order to be eligible to select this module, a student must be registered on a programme for which it is a formally-approved option or elective choice AND must have strong knowledge and practical experience of software engineering at least equivalent to FHEQ Level 5.

Key information

Year: 2019/20
Credit value: 15 (150 study hours)
Delivery: PGT L7, Campus-based
Reading List: View on UCL website
Tutor: Dr Emmanuel Letier
Term: Term 1
Timetable: View on UCL website

Assessment

- Written examination (main exam period): 75%
- Coursework: 25%

Find out more

For more information about the department, programmes, relevant open days and to browse other modules, visit ucl.ac.uk

Disclaimer: All information correct as of August 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.
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