Tools and Environments (COMP0104)

Description
Aims:
The module will train students in the principles and application of software tools and environments. The module will cover the fundamental practices that one would expect from any software professional one would want to hire. It will also offer an introduction into research on analysing software and extracting information from software repositories. The module is based on decades of experience, including the latest thinking on software process and analysis.

Learning outcomes:
On successful completion of the module, a student will be able to:
1. understand the nature and variety of software tools and environments that are available for achieving software engineering tasks;
2. select appropriate tools and environments for the task at hand and to apply the tools and environments to achieve the task;
3. understand and appreciate current research directions in analysing software and repositories;

Content:
- Version and Configuration Management;
- Build and Integration Tools;
- Debugging and Profiling Tools;
- Software Analysis;
- Code Audit;
- Mining Repositories;

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 understand the basics of programming, computer science and software engineering equivalent to Years 1 and 2 of MEng Computer Science UCL.

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

Assessment
- Written examination (main exam period): 75%
- Report: 15%
- Coursework: 10%

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 June 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.
Tools and Environments (COMP0104)

Description

Aims:
The module will train students in the principles and application of software tools and environments. The module will cover the fundamental practices that one would expect from any software professional one would want to hire. It will also offer an introduction into research on analysing software and extracting information from software repositories. The module is based on decades of experience, including the latest thinking on software process and analysis.

Learning outcomes:
On successful completion of the module, a student will be able to:
1. understand the nature and variety of software tools and environments that are available for achieving software engineering tasks;
2. select appropriate tools and environments for the task at hand and to apply the tools and environments to achieve the task;
3. understand and appreciate current research directions in analysing software and repositories;

Content:
- Version and Configuration Management;
- Build and Integration Tools;
- Debugging and Profiling Tools;
- Software Analysis;
- Code Audit;
- Mining Repositories;

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 understand the basics of programming, computer science and software engineering equivalent to Years 1 and 2 of MEng Computer Science UCL.

Key information

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

Assessment

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 June 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.