Title **(Inżynieria oprogramowania)**	Code **1010334461010330572**
Field **Computer Science**	Year / Semester **3 / 6**
Specialty **-**	Course **core**
Hours Lectures: **1** Classes: **-** Laboratory: **1** Projects / seminars: **-**	Number of credits **2**
	Language **polish**

Lecturer:

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Faculty:

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Status of the course in the study program:

Obligatory
Software engineernig

Assumptions and objectives of the course:

Engineering approach to software development

Contents of the course (course description):

Concept of engineering and the role of software engineering. Primary and supporting processes in software development according to the standard ISO 12207. Overview of models of the software development cycle: waterfall model, RAD, piramide, V, spiral, WinWin, incremental, and iterative-incremental. Specification of requirements. UML standard: use cases and relationships among them, modelin of classes and their relationships. Other important concepts applied in the UML and their notation: interface, stereotype, derived element, package, subsystem. Diagrams to model object behavior: statechart, activity diagram, sequence diagra, collaboration, interaction control. Component and deployment diagrams. Software documentation. Repository. Practices in software production, practices in RUP (Rational Unified Process). Capability Maturity Model for Software. Key areas assigned to maturity levels in CMM model.

Introductory courses and the required pre-knowledge:

Basic knowledge in computer science and object programming

Courses form and teaching methods:

Lectures and laboratories

Form and terms of complete the course - requirements and assessment methods:

Exam

Basic Bibliography:

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Additional Bibliography:

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