

IMT3110 Software Patterns - Study plans 2016-2017

Course code:

IMT3110

Course name:

Software Patterns

Course level:

Bachelor (syklus 1)

ECTS Credits:

10

Duration:

Autumn

Duration (additional text):

1. time in 2018

Language of instruction:

Norwegian

Prerequisite(s):

IMT2243 Software Engineering

IMT1082 Object oriented Programming

Expected learning outcomes:

The candidate has knowledge and understanding of a wide range of software patterns and their relevance in development projects. They have insight into architecture- and design patterns and basic features of modern development platforms.

The candidate can analyze process patterns in Open Source projects. Candidate can design software based on application of architecture-, design- and HCI patterns.

The course provides candidates with expertise of searching and interpretation of sources, and they achieve experience in documenting their work both from an academic and a practical perspective.

Topic(s):

- Open Source Software Development
- Software Architecture Patterns
- Software Design Patterns
- Human Computer Interaction Patterns
- Mobile- and Cloud Patterns
- UML-based modelling

Teaching Methods:

Lectures

Form(s) of Assessment:

Portfolio Assessment

Form(s) of Assessment (additional text):

Portfolio: 3 individual and 2 groupwork hand ins

Grading Scale:

Alphabetical Scale, A(best) – F (fail)

External/internal examiner:

Internal examiner, external examiner every fifth year, next time autumn 2020.

Re-sit examination:

See Norwegian version.

Tillatte hjelpemidler:**Academic responsibility:**

Faculty of Computer Science and Media Technology

Course responsibility:

Tom Røise

Teaching Materials:

Will be available in the LMS

Replacement course for:

IMT3102 - from autumn 2018

Publish:

Yes