

**FACULTY OF ENGINEERING  
STUDY COURSE DESCRIPTION**

<b>Course Title:</b>	<b>Software engineering</b>				
<b>Course code (LAIS):</b>					
<b>Study programme:</b>	<b>Information technologies</b>				
<b>Level of Study programme:</b>	<input type="checkbox"/>	1st level professional higher education			
	<input checked="" type="checkbox"/>	Professional Bachelor			
	<input type="checkbox"/>	Professional Master			
	<input type="checkbox"/>	Academic Master			
	<input type="checkbox"/>	PhD level			
<b>Type of Study programme:</b>	<input type="checkbox"/>	Compulsory course (Part A)			
	<input checked="" type="checkbox"/>	Professional specialization courses (Part B, compulsory)			
	<input type="checkbox"/>	Professional specialization optional courses (Part B, optional)			
	<input type="checkbox"/>	Elective courses (Part C)			
<b>Course Workload:</b>	<b>Credits</b>	<b>ECTS</b>	<b>Academic hours</b>	<b>Contact hours</b>	<b>Independent work hours</b>
	2	3	80	32	48
<b>Course Author/Tutor:</b>	<b>Mīkēlis Baltruks</b>				
	Lecturer, Mg.sc.comp.				
	e-mail: <a href="mailto:mikelis.baltruks@gmail.com">mikelis.baltruks@gmail.com</a>				
	Consultation: according to the schedule for each semester				
<b>Study Form:</b>	Full time studies				
<b>Study year, semester:</b>	3., 1.semester				
<b>Language:</b>	Latvian				
<b>Prerequisites for the Course:</b>	-				
<b>Course Summary:</b>	The aim of the study course is to provide knowledge about programming engineering practice, both theoretically examining the most important aspects of programming engineering, as well as practical testing of the methods acquired in the theory - they are used in the development of practical work.				
<b>Assessment:</b>	Exam				
<b>Requirements for Credits:</b>	Student must submit in time and receive a positive assessment of all practical work as well as homework. If the work is not submitted within the deadline, the assessment is reduced (-1 point for every week).				
	If all scheduled tasks are completed on time, with a positive rating of at least 7.6, then the student has the right to refuse the exam, thus automatically obtaining an average grade in the course. Only those students who have successfully completed all the tasks planned for the course are eligible for the exam.				
<b>Abiding by the Academic Ethics</b>	<u>Final evaluation assessment:</u> The final mark of the course is as follows:				
	<ul style="list-style-type: none"> <li>• Evaluation of practical work (10%);</li> <li>• Evaluation of homework (20%);</li> <li>• Evaluation of the test (20%);</li> <li>• Exam evaluation (30%);</li> <li>• Evaluation of the report (20%).</li> </ul>				
<b>Abiding by the Academic Ethics</b>	Students must abide by the academic and research ethics, Vidzeme University of Applied Sciences Ethics Regulations, incl:				
	– study papers must be independently developed;				
	– the study work should reference all statements, ideas and data used that have been authored by someone else;				
	– appropriate data acquisition methods should be used in the acquisition of data, the research ethics must be respected, empirical data must be collected independently				

	<p>and cannot be distorted or falsified;</p> <ul style="list-style-type: none"> <li>– the examination must be carried out by the student independently, without the use of supporting materials and/or consultations with other students, unless the lecturer states otherwise.</li> </ul> <p>In the event of non-compliance with the academic and research ethics, punishment is imposed in accordance with the ViA Ethics Regulations and the study course must be re-taken, unless the punishment is extramarital.</p>	
<b>Learning Outcomes; the evaluation methods and criteria</b>	<b>Learning Outcomes</b>	<b>The evaluation methods and criteria</b>
	<b>Knowledge</b>	
	Understanding of the most important topics in programming engineering; be able to evaluate which topics are relevant at a given moment	Home work, practical work
	Knowledge of the most important concepts of software quality, including basic principles of testing and defensive programming	Home work, practical work
	Understanding the significance of the programming process and its application in the necessary situations	Tests
	<b>Skills</b>	
	During the programming process, recognize the necessary processes to achieve different results	Practical tasks, test
	Use time tracking tools and understand their value and significance in the programming process	Practical tasks
	<b>Competency</b>	
	Is able to divide various tasks of the programming process, determine problem situations, analyze processes	Practical tasks, home work, exam
Is able to independently create and manage the stages of the programming process and separate the responsibilities and responsibilities of each phase	Practical tasks, exam	
<b>Course Compulsory literature:</b>	R. Bāliņš. Kursa materiāli elektroniskā formātā.	
<b>Course additional literature:</b>	<ol style="list-style-type: none"> <li>1. <b>Blanchard, B. S., &amp; Fabrycky, W. J.</b>(2006) Systems engineering and analysis (4th ed.) New Jersey: Prentice Hall.</li> <li>2. <b>Beynon-Davies P.</b> (2009). Business Information Systems. Palgrave, Basingstoke. ISBN 978-0-230-20368-6</li> <li>3. <b>Ambler S.</b> Ambysoft. (2012) <a href="http://www.ambysoft.com/essays/agileLifecycle.html">http://www.ambysoft.com/essays/agileLifecycle.html</a></li> </ol>	
<b>Course confirmation date:</b>	22.05.2018	
<b>Date of course description update:</b>		