SUBJECT NAME: Principles of Software Development							
TITLE: Bachelor's Degree in Informatics	COURSE: 2	SEMESTER: 2					
Engineering							

WEEK	SESSION	DESCRIPTION OF THE CONTENT	GROUP (Mark X)		Indicate Required	Indicate YES/NO	ASSIGNMENTS TO STUDENTS DURING THE WEEK		
			LARGE	SMALL	Space Different than classroom	If the session needs 2 professors	Description	Hours in class	Homework Hours
1	1	Presentation and Introduction	Х				Individual study of theoretical concepts	1,66	
1	2	Ethic and Legal Issues in the Software Engineering Profession	Х				Minivideos visualization, lectures or theory tests	1,66	2
2	3	Ethic and Legal Issues in the Software Engineering Profession	Х				Minivideos visualization, lectures or theory tests	1,66	2
2	4	Guided Exercise: Legal and ethical issues applied to software engineering		Х	Informatics Classroom		Solve the guided exercise	1,66	2
3	5	Agile Software Development Techniques – Pair Programming, Coding Standards, Code Collective Ownership	Х				Minivideos visualization, lectures or theory tests	1,66	5
3	6	Guided Exercise: Pair Programming, Coding Standards, Code Collective Ownership		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4
4	7	Agile Software Development Techniques – Pair Programming,	Х				Minivideos visualization, lectures or theory tests	1,66	5

		THE COURSE					T		
WEEK	SESSION	DESCRIPTION OF THE CONTENT	GROUP (Mark X)		Indicate Required	Indicate YES/NO	ASSIGNMENTS TO STUDENTS DURING THE WEEK		
			LARGE	SMALL	Space Different than classroom	If the session needs 2 professors	Description	Hours in class	Homework Hours
		Coding Standards, Code Collective Ownership							
4	8	Guided Exercise: Pair Programming, Coding Standards, Code Collective Ownership		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4
5	9	Test Driven Development – Automated Unit Test	Х				Minivideos visualization, lectures or theory tests	1,66	7
5	10	Guided Exercise: Test Driven Development		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4
6	11	Test Driven Development – Functional Testing Techniques	X				Minivideos visualization, lectures or theory tests	1,66	1
6	12	Guided Exercise: Test Driven Development		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	8
7	13	Test Driven Development – Functional Testing Techniques	Х				Minivideos visualization, lectures or theory tests	1,66	1
7	14	Guided Exercise: Test Driven Development		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	8
8	15	Test Driven Development – Functional Testing Techniques	Х				Individual study of theoretical concepts	1,66	1
8	16	Guided Exercise: Test Driven Development		Х	Informatics Classroom	X	Solve the guided exercise.	1,66	4
9	17	Test Driven Development – Structural Testing Techniques	Х				Minivideos visualization, lectures or theory tests	1,66	1

WEEKL	Y PLAN OF 1	THE COURSE							
WEEK	SESSION	DESCRIPTION OF THE CONTENT	GROUP (Mark X)		Indicate Required	Indicate YES/NO	ASSIGNMENTS TO STUDENTS DURING THE WEEK		
			LARGE	SMALL	Space Different than classroom	If the session needs 2 professors	Description	Hours in class	Homework Hours
9	18	Guided Exercise: Test Driven Development		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4
10	19	Refactoring and Simple Design	Х				Minivideos visualization, lectures or theory tests	1,66	1
10	20	Guided Exercise: Refactoring		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4
11	21	Refactoring and Simple Design	Х				Minivideos visualization, lectures or theory tests	1,66	1
11	22	Guided Exercise: Refactoring		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4
12	23	Refactoring and Simple Design	Х				Minivideos visualization, lectures or theory tests	1,66	1
12	24	Guided Exercise: Design Patterns		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4
13	25	Refactoring and Simple Design	Х				Minivideos visualization, lectures or theory tests	1,66	1
13	26	Guided Exercise: Design Patterns		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4
14	27	Refactoring and Simple Design	Х				Minivideos visualization, lectures or theory tests	1,66	1
14	28	Guided Exercise: Design Patterns		Х	Informatics Classroom	Х	Solve the guided exercise	1,66	4