



COURSE: Software Development		
DEGREE: Bachelor in Informatics Engineering	YEAR: 2	TERM: 2

La asignatura tiene 29 sesiones que se distribuyen a lo largo de 14 semanas. Las sesiones complementarias pueden situarse en cualquiera de ellas. Semanalmente el alumnos tendrá dos sesiones, excepto en un caso que serán tres.

WEEKLY PLANNING									
WEEK	SESSION	DESCRIPTION	GROUPS (mark X)		SPECIAL ROOM FOR SESSION (Computer class room, audio-visual class room)	Indicate YES/NO If the session needs 2 teachers	WEEKLY PROGRAMMING FOR STUDENT		
			LECTURES	SEMINARS			DESCRIPTION	CLASS HOURS	HOMEWORK HOURS (Max. 7h week)
1	1	Presentation	X		Classroom	NO	Watching/Reading proposed materials. Introduction to the practice's environment.	1,6	4
1	2	Introduction to the practice's environment.		X	Computer Classroom	NO		1,6	
2	3	Legal and ethical issues of Software Engineering Profession	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Introduction to the practice's environment.	1,6	4
2	4	Introduction to the practice's environment.		X Presential	Computer Classroom	YES		1,6	
3	5	Agile Software Development Techniques	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 2 – Coding standards and Code Collective Ownership	1,6	7
3	6	Guided Exercise 2 – Coding standards and Code Collective Ownership		X Presential	Computer classroom	YES		1,6	

4	7	Principles of Test Driven Development	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 2 – Coding standards and Code Collective Ownership	1,6	7
4	8	Guided Exercise 2 –Code Collective Ownership and Continuous Integration		X	Computer classroom	NO		1,6	
5	9	Functional Testing Techniques: Equivalence Classes and Boundary value analysis	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 3 – Test Driven Development - Introduction to Junit	1,6	7
5	10	Guided Exercise 3 – Test Driven Development - Introduction to Junit		X Presential	Computer classroom	YES		1,6	
6	11	Functional Testing Techniques: Syntax testing	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 3 – Test Driven Development	1,6	7
6	12	Guided Exercise 3 – Test Driven Development		X	Computer classroom	NO		1,6	
7	13	Structural Testing Techniques	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 3 – Test Driven Development	1,6	7
7	14	Guided Exercise 3 – Test Driven Development		X	Computer classroom	NO		1,6	
8	15	Testing Techniques: review & exercises	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 3 – Test Driven Development	1,6	7
8	16	Guided Exercise 3 – Test Driven Development		X	Computer classroom	YES		1,6	
9	17	Testing Techniques: review & exercises	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 3 – Test Driven Development	1,6	7
9	18	Guided Exercise 3 – Test Driven Development		X Presencial	Computer classroom	NO		1,6	
10	19	Refactoring	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 4 – Refactoring and Simple Design	1,6	7
10	20	Guided Exercise 4 – Refactoring and Simple Design		X Presencial	Computer classroom	NO		1,6	
11	21	Refactoring	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 4 – Refactoring and Simple Design	1,6	7
11	22	Guided Exercise 4 – Refactoring and Simple Design		X	Computer classroom	NO		1,6	
12	23	Simple Design	X		Classroom	NO		1,6	7

12	24	Guided Exercise 4 – Refactoring and Simple Design		X	Computer classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 4 – Refactoring and Simple Design	1,6		
13	25	Simple Design	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 4 – Refactoring and Simple Design	1,6	7	
13	26	Guided Exercise 4 – Refactoring and Simple Design		x	Computer classroom	NO		1,6		
14	27	Simple Design	X		Classroom	NO	Watching/Reading proposed materials or theory tests. Guided Exercise 4 – Refactoring and Simple Design	1,6	7	
14	28	Guided Exercise 4 – Refactoring and Simple Design		X	Computer classroom	NO		1,6		
	29	Guided Exercise 1 – Ethic and Legal Issues (Week 2)	X		Classroom	NO	Guided Exercise 1	1,66		
								48,33	92	
Total 1 (Hours of class plus student homework hours between weeks 1-14)								140,33		
15		Tutorials, handing in, etc						3		
16		Assessment						3	14	
17										
18										
								Subtotal 2	6	14
Total 2 (Hours of class plus student homework hours between weeks 15-18)								20		
TOTAL (Total 1 + Total 2)								160,33		