



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Software Architecture							
Course Code		BPR204		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		This course aims to acquire competencies related to students, software architects							
Course Content		Identifying and analyzing requirements, Choosing software development model and software architecture, Using design tools, Designing software according to needs, Software coding, Using file version control tools, Using test tools, Testing software Using project management tools, Carrying out maintenance and repair processes.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Ins. Mehmet Can HANAYLI							

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	C# .Net ile Nesneler temelli programlamaya giriş Özel Sebetçi Gazi Yayınevi
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Week	Weekly Detailed Course Contents	
1	Theoretical	Identify and analyze requirements
2	Theoretical	Choosing software development model and software architecture
3	Theoretical	Choosing software development model and software architecture
4	Theoretical	Using design tools
5	Theoretical	Designing software that meets your needs
6	Theoretical	Designing software that meets your needs
7	Theoretical	Encode software
8	Theoretical	Encode software
9	Intermediate Exam	midterm
10	Theoretical	Using file version control tools
11	Theoretical	Using test tools
12	Theoretical	Using the test tools To test the software
13	Theoretical	Test the software
14	Theoretical	Using project management tools
15	Theoretical	To carry out maintenance and repair process operations
16	Final Exam	Final Examination

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Reading	10	0	1	10
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
Total Workload (Hours)				50
[Total Workload (Hours) / 25*] = ECTS				2

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	Software development
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2	Ability to test and maintain the software
3	To have a general knowledge about software languages
4	Evaluating software request, collecting information
5	To ensure the release of new versions of the software

Programme Outcomes (Computer Programming)

1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1	L2	L3	L4	L5
P1	4	4	4	4	4
P2	4	4	4	4	4
P3	5	5	5	5	5
P4	3	3	3	3	5
P5	3	3	3	3	3
P6	5	5	5	5	3
P7	5	5	5	5	5
P8	4	4	4	4	4
P9	4	4	4	4	4
P10	2	2	2	2	2
P11	4	4	4	4	2

