

# COURSE DETAIL

## PRINCIPLES OF SOFTWARE DEVELOPMENT

**Country**

Spain

**Host Institution**

Carlos III University of Madrid

**Program(s)**

Carlos III University of Madrid

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

105

**UCEAP Course Suffix****UCEAP Official Title**

PRINCIPLES OF SOFTWARE DEVELOPMENT

**UCEAP Transcript Title**

SOFTWARE DEVELOPMNT

**UCEAP Quarter Units**

5.00

**UCEAP Semester Units**

3.30

## Course Description

This course discusses the software development process including software testing and issues with software quality. Other topics include: ethic and legal issues in the field of software engineering; agile software development techniques; test-driven development; refactoring and simple design.

\*Previous coursework in Programming and Software Engineering are required. Texts: Beck, Ken. Extreme Programming Explained. Addison-Wesley. 2000 Beck, Ken, et al.. Test-Driven Development By Example. Three Rivers Institute. 2002 Craig S. Larman. Applying UML and Patterns. Pearson Education . 3er Edition, 2012 Fowler, Martin et al.. Refactoring: Improving the Design of Existing Code. Addison-Wesley. 1999 Lee Copeland. A Practitioner's Guide to Software Test Design. . Artech House Publishers .

## Language(s) of Instruction

Spanish

## Host Institution Course Number

15972

## Host Institution Course Title

PRINCIPLES OF SOFTWARE DEVELOPMENT

## Host Institution Campus

Escuela Politécnica Superior. (Leganés)

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Informática

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