



COMP1050

Introduction to the Study of Software Engineering

Session 1, In person-scheduled-weekday, North Ryde 2024

School of Computing

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General Information

Unit convenor and teaching staff

Convenor and lecturer

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Convenor and lecturer

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Credit points

10

Prerequisites

Admission to BEng

Corequisites

Co-badged status

Unit description

This unit covers the fundamentals of software engineering, including understanding system requirements, finding appropriate engineering compromises, learning software engineering culture, forming camaraderie, understanding basic methods of design, coding, and testing, team software development, and the application of engineering tools.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://www.mq.edu.au/study/calendar-of-dates>

Learning Outcomes

On successful completion of this unit, you will be able to:

ULO1: Work with version control, configuration management, unit/regression testing, issue tracking, and debugging tools.

ULO2: Create a project plan.

ULO3: Create and analyse design models.

ULO4: Make engineering tradeoffs.

ULO5: Demonstrate an understanding of software engineering culture and form camaraderie.

General Assessment Information

The assessment tasks include individual and group written submissions, module exams, workshop and project participation. The project participation is a hurdle assessment.

Requirements to Pass

To pass the unit, you will have to achieve:

- a total mark equal to or greater than 50%, and
- pass the hurdle.

Hurdle Assessment

Working in teams on a substantial software engineering project mostly takes place in the weekly workshops and **is a hurdle**. You are required to complete no fewer than 8 out of the 12 weekly workshop tasks to pass the hurdle requirement. If you have failed the hurdle, but have made a genuine effort on four weekly tasks, it is possible to remedy that. See section Delivery and Resources for details.

Late Assessment Submission Penalty

Assignment 1, Assignment 2, the interim and final report are to be uploaded by the due date. Late submissions are allowed. Unless a Special Consideration request has been submitted and approved, a 5% penalty (of the total possible mark of the task) will be applied for each day a written report or presentation assessment is not submitted, up until the 7th day (including weekends). After the 7th day, a grade of '0' will be awarded even if the assessment is submitted. The submission time for all uploaded assessments is **11:55 pm**. A 1-hour grace period will be provided to students who experience technical issues.

For any late submission of time-sensitive tasks, such as scheduled tests/exams, performance assessments/presentations, and/or scheduled practical assessments/labs, please apply for [Special Consideration](#).

Special Consideration

The [Special Consideration Policy](#) aims to support students who have been impacted by short-term circumstances or events that are serious, unavoidable and significantly disruptive, and which may affect their performance in assessment. If you experience circumstances or events that affect your ability to complete the assessments in this unit on time, please inform the convenor and submit a Special Consideration request through ask.mq.edu.au.

Assessment Tasks

Name	Weighting	Hurdle	Due
Module Exams	20%	No	Week 4 (M1), Week 9 (M2), Exam period (M3)

Name	Weighting	Hurdle	Due
Working in teams on a substantial software engineering project	40%	Yes	Weekly workshop contribution, and 2 reports (week 6 and 12)
Assignment 1	20%	No	Week 7
Assignment 2	20%	No	Week 13

Module Exams

Assessment Type ¹: Examination

Indicative Time on Task ²: 19 hours

Due: **Week 4 (M1), Week 9 (M2), Exam period (M3)**

Weighting: **20%**

A number of invigilated examinations of the unit's content, spread through the semester. Students will have the opportunity to repair exam marks below passing mark.

On successful completion you will be able to:

- Work with version control, configuration management, unit/regression testing, issue tracking, and debugging tools.
- Create a project plan.
- Create and analyse design models.
- Make engineering tradeoffs.
- Demonstrate an understanding of software engineering culture and form camaraderie.

Working in teams on a substantial software engineering project

Assessment Type ¹: Project

Indicative Time on Task ²: 0 hours

Due: **Weekly workshop contribution, and 2 reports (week 6 and 12)**

Weighting: **40%**

This is a hurdle assessment task (see [assessment policy](#) for more information on hurdle assessment tasks)

Students work in groups to develop week-by-week a software engineering project, both learning the principles and practices of software engineering, and gaining an overview of a wide range of software engineering areas (that are studied in much greater depth in individual units later in their program).

On successful completion you will be able to:

- Work with version control, configuration management, unit/regression testing, issue tracking, and debugging tools.
- Create a project plan.
- Create and analyse design models.
- Make engineering tradeoffs.
- Demonstrate an understanding of software engineering culture and form camaraderie.

Assignment 1

Assessment Type ¹: Problem set

Indicative Time on Task ²: 20 hours

Due: **Week 7**

Weighting: **20%**

An opportunity to demonstrate the learning achieved in the first half of the unit's lectures

On successful completion you will be able to:

- Work with version control, configuration management, unit/regression testing, issue tracking, and debugging tools.
- Create a project plan.

Assignment 2

Assessment Type ¹: Problem set

Indicative Time on Task ²: 20 hours

Due: **Week 13**

Weighting: **20%**

An opportunity to demonstrate the learning achieved in the second half of the unit's lectures

On successful completion you will be able to:

- Create and analyse design models.
- Make engineering tradeoffs.

¹ If you need help with your assignment, please contact:

- the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
- the [Writing Centre](#) for academic skills support.

² Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

Delivery and Resources

Week 1 Classes

Both lectures and workshops start in Week 1.

Weekly Workshops (includes a hurdle task)

There are weekly workshops with set tasks and time allocated to working on the assessment task *Working in teams on a substantial software engineering project*. You will need to conscientiously attend the workshops and engage with the work, with your tutor and fellow students. Contribution to the workshop and the group project is a hurdle task meaning that you cannot complete COMP1050 satisfactorily without completing the hurdle task satisfactorily. We expect you to be involved every week, but we know, of course, that things happen, you might be ill, for example. You need to be present and actively engaged in at least eight of the twelve sessions to be eligible to meet the hurdle, and if illness or anything else leads you to miss more than four sessions, you should speak to the convenor.

Contribution is assessed as follows:

- **Weekly contribution to the workshop:** This entails participation **and** completion of weekly tasks. It contributes for (10%) to your final grade. Your *best 10 out of 12* weekly tasks will be used for your grade. **IMPORTANT. This is a hurdle.** If you complete fewer than 8 out of 12 weekly tasks, you will not pass the hurdle requirement. However, if you made a genuine effort on four weekly tasks but still failed to pass the hurdle, you have the option to take a viva examination in the week 13. The viva will cover the exercises completed during the workshops and the *software engineering project*.
- **Interim project report:** Due in week 6. It contributes for (10%) to your final grade. It describes the first weeks of the *software engineering project*. This is a collaborative document.
- **Final project report:** Due in week 12. It contributes for (20%) to your final grade. It builds on the interim report and describes the entire *software engineering project*. This is a collaborative document.

The "0 hours" estimated time required for that task is because the task is to be completed during

your scheduled workshop class (and class hours are recorded separately).

Lectures

This course includes 2-hour weekly lectures. Attendance at these lectures is highly recommended as they introduce the concepts that will be used in the workshops and will be covered in the assessments for Assignment 1, Assignment 2, and the module exams.

Assignments

Assignments play a crucial role in evaluating student understanding. They are based on the lecture material, workshop activities and weekly tutorial material, and require students to integrate what they have learned, think critically and creatively.

Module exams

There are three module exams. All module exams are designed to test student understanding of the course content and the application of the concepts to a number of scenarios or problem statements.

Two of the module exams are held in workshops during the semester, one in Week 4 and another one in Week 9. The third module exam is held during the exam period.

Unit Resources

Although there is no required textbook, we suggest that students read:

- David Farley, *Modern Software Engineering: Doing What Works to Build Better Software Faster*, Addison-Wesley Professional, 2021.

This is a valuable resource for understanding the day-to-day tasks of software engineers. The book is available in the library in both online and ebook formats.

The workshop exercises and the software engineering project are outlined in the workshop manual. Additionally, lecture notes and recordings will be made available after each lecture.

Methods of Communication

We will communicate with you via your university email, through announcements on iLearn and in lectures. Queries to convenors can either be placed on the iLearn discussion board or sent to the unit convenor via the contact email on iLearn.

Unit Schedule

Week	Lecture topics	Workshop	Deadlines
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1	Degree Introductions + What is Software Engineering?	Forming a team, Discussion and group work	
2	SDLC and Software Processes	GitHub project, Markdown	
3	Requirements and epics, Issue Tracking	Team formation, Project assignment	
4	Version Control Systems and Debugging	Git, Processing	Module Exam 1
5	Software Testing, Code Review	GitHub, Testing and Review	
6	Software Testing (Unit and regression)	More testing, Coverage	Interim Project Report Due
7	Testing in the SDLC, Project Management	Definition of Done, Project Management	Assignment 1 Due
8	Software Architecture and Design Models	Composition, Modelling	
9	Software modelling and Software Quality	Analysing Processing code, Coupling and Cohesion	Module Exam 2
10	High Level Software Architecture	Beta and acceptance testing of project	
11	Software Traceability and Configuration Management	Requirements dependency, Project review	
12	Professionalism and Ethics	Tutorial project presentation, Final report time	Final Project Report Due
13	Review and project final presentation	Q&A	Assignment 2 Due Vivas
Exam	The University will advise on how these will proceed as we move forward in the Semester.		Module Exam 3
Period	More information will be provided as it becomes available		

Topics are tentative, subject to adjustments. Workshops start in Week 1.

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central \(https://policies.mq.edu.au\)](https://policies.mq.edu.au). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- [Academic Appeals Policy](#)
- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)

- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Assessment Procedure](#)
- [Complaints Resolution Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#)

Students seeking more policy resources can visit [Student Policies](https://students.mq.edu.au/support/study/policies) (<https://students.mq.edu.au/support/study/policies>). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

To find other policies relating to Teaching and Learning, visit [Policy Central](https://policies.mq.edu.au) (<https://policies.mq.edu.au>) and use the [search tool](#).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/admin/other-resources/student-conduct>

Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit connect.mq.edu.au or if you are a Global MBA student contact globalmba.support@mq.edu.au

Academic Integrity

At Macquarie, we believe [academic integrity](#) – honesty, respect, trust, responsibility, fairness and courage – is at the core of learning, teaching and research. We recognise that meeting the expectations required to complete your assessments can be challenging. So, we offer you a range of resources and services to help you reach your potential, including free [online writing and maths support](#), [academic skills development](#) and [wellbeing consultations](#).

Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

The Writing Centre

[The Writing Centre](#) provides resources to develop your English language proficiency, academic writing, and communication skills.

- [Workshops](#)
- [Chat with a WriteWISE peer writing leader](#)
- [Access StudyWISE](#)
- [Upload an assignment to Studiosity](#)
- [Complete the Academic Integrity Module](#)

The Library provides online and face to face support to help you find and use relevant information resources.

- [Subject and Research Guides](#)
- [Ask a Librarian](#)

Student Services and Support

Macquarie University offers a range of [Student Support Services](#) including:

- [IT Support](#)
- [Accessibility and disability support](#) with study
- Mental health [support](#)
- [Safety support](#) to respond to bullying, harassment, sexual harassment and sexual assault
- [Social support including information about finances, tenancy and legal issues](#)
- [Student Advocacy](#) provides independent advice on MQ policies, procedures, and processes

Student Enquiries

Got a question? Ask us via the [Service Connect Portal](#), or contact [Service Connect](#).

IT Help

For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#). The policy applies to all who connect to the MQ network including students.

Changes from Previous Offering

Module exams instead of a final exam

In response to student feedback the final exam has been replaced by module exams.

The workshops and the software project.

While the software engineering content is the same as, the order in which topics are covered, the exercises, and the nature of the project may change.

Lectures

While the topics of the lectures remain the same, the order in which they are covered, and the application examples may change.

Repeating Students

Students who retake this unit are expected to fully participate in all learning activities, just as first-time students do. Previous participation in the unit does not exempt you from any requirements. Completing homework or assessments in a previous iteration of the unit will not exempt you from completing the assignments again this time around.

Unit information based on version 2024.02 of the [Handbook](#)