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General Information

Unit convenor and teaching staff
Convenor and Lecturer
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Contact via By email or in person at lectures
After each lecture

Lecturer
Michael Johnson
michael.johnson@mq.edu.au
Contact via In person at lectures
After each lecture

Lecturer
Carl Svensson
carl.svensson@mq.edu.au
Contact via In person at lectures
After each lecture

Credit points
10

Prerequisites

Corequisites

Co-badged status

Unit description
This units 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://students.mq.edu.au/important-dates

Learning Outcomes
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

Please note that the first assessment item, which involves group work, is a hurdle task. This means that you cannot complete COMP1050 satisfactorily without completing the hurdle task satisfactorily. You will need to conscientiously attend practical classes and engage with the work with your tutor and fellow students. (Sometimes people forget this, and it is very sad to see people who have obtained enough marks to pass a course end up failing the course because they neglected to work conscientiously on a hurdle requirement.) For the hurdle requirement you will be assessed individually on your group participation and results.

As with all group work, you need to actively take part, and be present and engaged at every opportunity. We expect you to be involved every week, but we know, of course, that you might be ill or something once or twice. 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 and withdraw from COMP1050. (Seek advice and possible exemption from this requirement if you are seriously affected by coronavirus quarantine by contacting the convenor as early as possible including full evidence of your circumstances.)

The "0 hours" estimated time required for that task arises because the task is completed during your scheduled practical class (and class hours are recorded separately).

### Late Submissions

As with all software engineering, timely submission is essential. Late submissions **will not be accepted**. If you are seriously affected by unavoidable and unforeseeable circumstances, you should email the unit convenor as early as possible, and certainly before the due date of the piece of work. In any case, be sure to submit by the due date whatever work you have available for submission. (If after application for for Special Consideration as a result of unavoidable disruption to studies the university deems you to be eligible to complete further work on the assessment item you may be given an opportunity to add to your submission or you may be given a substitute task.)

### Written submissions

Software engineering frequently requires written reports, and such reports need to be, as far as possible, of professional quality. Students need to strive to present work which is written clearly, with good grammar, correct word usage, correct punctuation and correct spelling. Wherever required, all written work must be properly referenced and conform to standard stylistic

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https://unitguides.mq.edu.au/unit_offerings/123651/unit_guide/print 3
conventions.

**Practicals**

Note that the practical classes in COMP1050 include assessable work. They provide an opportunity for you to learn and develop your skills and you should also be aware that you will be being assessed each week.

**Tutorials**

Tutorial classes are intended to help you in your individual learning and involve no direct assessment.

**Final Examination**

Despite what it says above, the final examination will not be modularised in 2020 due to the disruptions caused by the novel coronavirus. The examination will be held during the university's formal examination period after the semester's teaching has been completed. We have no control over when, during that period, the examination is scheduled, so students must hold themselves ready for examination and not schedule conflicting activities (such as travel) until the date of the examination is published, or they should arrange for such activities to begin only after the entire formal examination period has ended.

**Assessment Tasks**

<table>
<thead>
<tr>
<th>Name</th>
<th>Weighting</th>
<th>Hurdle</th>
<th>Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Working in teams on a substantial software engineering project</td>
<td>40%</td>
<td>Yes</td>
<td>Weekly, and with a culminating submission in Week 13</td>
</tr>
<tr>
<td>Assignment 1</td>
<td>20%</td>
<td>No</td>
<td>Week 7</td>
</tr>
<tr>
<td>Assignment 2</td>
<td>20%</td>
<td>No</td>
<td>Week 12</td>
</tr>
<tr>
<td>Final Exam</td>
<td>20%</td>
<td>No</td>
<td>At the scheduled examination time during weeks 14-17</td>
</tr>
</tbody>
</table>

Working in teams on a substantial software engineering project

Assessment Type 1: Participatory task
Indicative Time on Task 2: 0 hours
Due: *Weekly, and with a culminating submission in Week 13*
Weighting: 40%
This is a hurdle assessment task (see [assessment policy](https://unitguides.mq.edu.au/unit_offerings/123651/unit_guide/print) 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: Problem set
Indicative Time on Task: 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: Problem set
Indicative Time on Task: 20 hours
Due: Week 12
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.

Final Exam

Assessment Type: Examination
Indicative Time on Task: 19 hours
Due: At the scheduled examination time during weeks 14-17
Weighting: 20%
An invigilated examination of the unit’s content (may be "modularised" as we have been doing for other elementary classes)

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.

1 If you need guidance or support to understand or complete this type of assessment, please contact the Learning Skills Team

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**

Lectures take place every Monday from 11am to 1pm AND Friday from 1pm to 2pm in 4 Western Road room 320.

For practical and tutorial classes, please check your individual timetable. You are expected to attend three hours of lectures and one two hour practical every week (with the practicals starting in week 2), and you may choose to attend up to one one tutorial hour per week.

Class participation in lectures and practicals is compulsory (although this year exceptions may be made for students affected by quarantine requirements related to the novel coronavirus -- if you are affected, please be sure to inform the course convenor (by email) about your situation). Tutorial classes are an opportunity to get further help and to develop your understanding with the aid of others.

There is no textbook or other special resource required for this unit -- the unit is fully self-contained. Your participation in all activities is essential.

**Policies and Procedures**

Macquarie University policies and procedures are accessible from Policy Central [https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central). 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
Students seeking more policy resources can visit the Student Policy Gateway (https://students.mq.edu.au/support/study/student-policy-gateway). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

If you would like to see all the policies relevant to Learning and Teaching visit Policy Central (https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central).

**Student Code of Conduct**
Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: https://students.mq.edu.au/study/getting-started/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 ask.mq.edu.au or if you are a Global MBA student contact globalmba.support@mq.edu.au

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

**Learning Skills**
Learning Skills (mq.edu.au/learningskills) provides academic writing resources and study strategies to improve your marks and take control of your study.

- Workshops
- StudyWise
- Academic Integrity Module for Students
- Ask a Learning Adviser

**Student Enquiry Service**
For all student enquiries, visit Student Connect at ask.mq.edu.au

If you are a Global MBA student contact globalmba.support@mq.edu.au
Equity Support

Students with a disability are encouraged to contact the Disability Service who can provide appropriate help with any issues that arise during their studies.

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

This is the first offering of COMP1050.