TECHNISCHE HOCHSCHULE LÜBECK

Module: Software Engineering II

Level	Bachelor	**Short Name**	SWEII
Responsible Lecturers	Lenka Kleinau		
Department, Facility	Electrical Engineering and Computer Science		
Course of Studies	Information Technology, Bachelor		
Compulsory/elective	Compulsory	**ECTS Credit Points**	5
Semester of Studies	6	**Semester Hours per Week**	4
Length (semesters)	1	**Workload (hours)**	150
Frequency	SuSe	**Presence Hours**	60
Teaching Language	English	**Self-Study Hours**	90

The following section is filled only if there is **exactly one** module-concluding exam.

Exam Type	Portfolio Exam	**Exam Language**	English
Exam Length (minutes)		**Exam Grading System**	One-third Grades
Learning Outcomes	The students learn how to design, structure, develop and test a software system.		
Participation Prerequisites	Software Engineering I, Java Programming, Database Systems		

The previous section is filled only if there is **exactly one** module-concluding exam.

Consideration of Gender and Diversity Issues	✔ Use of gender-neutral language (THL standard) ✘ Target group specific adjustment of didactic methods ✘ Making subject diversity visible (female researchers, cultures etc.)
Applicability	Software Engineering I, Java Programming
Remarks	

TECHNISCHE HOCHSCHULE LÜBECK

Module Course: Software Engineering II (Lecture)

(of Module: Software Engineering II)

Course Type	Lecture	**Form of Learning**	Presence
Mandatory Attendance	no	**ECTS Credit Points**	3
Participation Limit		**Semester Hours per Week**	3
Group Size		**Workload (hours)**	90
Teaching Language	English	**Presence Hours**	45
Study Achievements ("Studienleistung", SL)		**Self-Study Hours**	45
SL Length (minutes)		**SL Grading System**	

The following section is filled only if there is a course-specific exam.

Exam Type		**Exam Language**	
Exam Length (minutes)		**Exam Grading System**	
Learning Outcomes			
Participation Prerequisites			

The previous section is filled only if there is a course-specific exam.

Contents	Usability Engineering Design Patterns Agile SW development Refactoring SW Testing - Black Box Tests - White Box Tests - JUnit
Literature	• Bernd Bruegge & Allen H. Dutoit, Object-Oriented Software Engineering Using UML, Patterns and Java, 3rd ed., Pearson 2010 • Ian Sommerville, Software Engineering, 10th ed., Pearson 2016
Remarks	

TECHNISCHE HOCHSCHULE LÜBECK

Module Course: Software Engineering II (Exercise)

(of Module: Software Engineering II)

Course Type	Exercise	**Form of Learning**	Presence
Mandatory Attendance	yes	**ECTS Credit Points**	2
Participation Limit		**Semester Hours per Week**	1
Group Size		**Workload (hours)**	60
Teaching Language	English	**Presence Hours**	15
Study Achievements ("Studienleistung", SL)		**Self-Study Hours**	45
SL Length (minutes)		**SL Grading System**	

The following section is filled only if there is a course-specific exam.

Exam Type		**Exam Language**	
Exam Length (minutes)		**Exam Grading System**	
Learning Outcomes			
Participation Prerequisites			

The previous section is filled only if there is a course-specific exam.

Contents	The students practice developing a software for a given scenario, going through a whole software development process with main focus on usability and test.
Literature	Same as lecture
Remarks	