Course Title	**PROFESSIONAL PRACTISE IN SOFTWARE ENGINEERING**
Course Code	**CSC 415**
Course Purpose and Objectives	The purpose of this course is to make students gain valuable practical software engineering experience. This course is a continuation and consolidation of skills learned in Software Engineering I. Students will be randomly assigned in teams (mixed ability groups) and they will be required to build their own application, with a focus on architecture, planning, and meeting requirements through extensive testing. Each team of students should implement an application whose requirements will be provided by their instructor. Projects can be both industrial and academic and these will be randomly allocated to the teams. Students will have to break down the provided requirements and implement a robust application with appropriate design patterns and ensure that acceptance tests are met through integration and unit tests
Learning Outcomes	1. Gain valuable practical software engineering experience. 2. Develop teamwork skills. 3. Design data models to represent entities and relationships 4. Ensure the system is robust against regression by mapping acceptance tests to unit and integration tests 5. Analyse and breakdown requirements
Course Content	This course is solely of a practical nature. Students will be provided with a software system to develop and this will be agreed with their lecturer. Under the supervision of their lecturer students will follow the various stages of a software life cycle – documenting whatever may be required. In case of industrial project, all three parties (College, Students, Company) must sign a mutual agreement.