

# University of Pretoria Yearbook 2020

## Software engineering 321 (EPE 321)

<b>Qualification</b>	Undergraduate
<b>Faculty</b>	<a href="#">Faculty of Engineering, Built Environment and Information Technology</a>
<b>Module credits</b>	16.00
<b>Programmes</b>	<a href="#">BEng Computer Engineering</a> <a href="#">BEng Computer Engineering ENGAGE</a>
<b>Prerequisites</b>	COS 212
<b>Contact time</b>	1 practical per week, 1 tutorial per week, 3 lectures per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Electrical, Electronic and Computer Engineering
<b>Period of presentation</b>	Semester 2

### Module content

Software engineering deals with the application of engineering principles to develop and maintain high-quality software that is reliable and that works efficiently. Software engineering includes defining software requirements and performing software design, software construction, software testing, and software maintenance tasks. The module exposes students to various methodologies in the different stages of the software life cycle, the problems of group work, and software configuration management with versioning systems such as CVS. The student is exposed to object modelling techniques and languages such as UML, as well as advanced debugging and testing techniques.

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