SOFT ARCHITECTURES

1	Course Title:	SOFT ARCHITECTURES
2	Course Code:	BLPZ115
3	Type of Course:	Compulsory
4	Level of Course:	Short Cycle
5	Year of Study:	1
6	Semester:	1
7	ECTS Credits Allocated:	4.00
8	Theoretical (hour/week):	3.00
9	Practice (hour/week):	0.00
10	Laboratory (hour/week):	0
11	Prerequisites:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Öğr.Gör. HATİCE ÇAVUŞ
15	Course Lecturers:	
16	Contact information of the Course Coordinator:	Ders Koordinatörünün İletişim Bilgileri: (sahininanc@uludag.edu.tr, 0224 8613424, Keles MYO)
17	Website:	
18	Objective of the Course:	With this course, students, aimed to gain qualifications related to software architectures.
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	

	1	Design template to classify correctly
	2	Specifies the purpose and motivation to use the design template
	3	Design with UML diagrams to show the template
	4	Who participate in the design template, and each piece of vehicles able todiagnose what is going on whether to override the responsibility of
	5	The ability to propose areas of the sample application
	6	Statements are structurally similar to each other to compare the differences
	7	More than one design template to use small-scale programming assignments
	8	Re-designing an existing design
	9	Software testing tools use
	10	Use project management tools

21	Course Content:

Course Content:	
Week	Theoretical	Practice
---	---	---
1	Identify and analyze requirements	
2	Select a model of software development and software architecture	
3	Select a model of software development and software architecture	

4	To use design tools	
5	Software design according to requirements	
6	Software design according to requirements	
7	software to encode	
8	software to encode	
9	Using the file version control tools	
10	Using testing tools	
11	Using testing tools To test the software	
12	To test the software	
13	Project management tools	
14	Maintenance and repair process to make transactions	

22	Textbooks, References and/or Other Materials:	Erhan Sarıdoğan, Yazılım Mühendisliği Temelleri, Papatya Yayıncılık, 2011, Erhan Sarıdoğan, Yazılım Mühendisliği (Profesyonel Yazılım Geliştirmeyi Öğrenmek İsteyenler İçin), Papatya Yayıncılık, 2008
23	Assesment	

TERM LEARNING ACTIVITIES	NUMBER	WEIGHT
Midterm Exam	1	30.00
Total	5	100.00
Success Grade		
Course		

Activites		Number	Duration (hour)	Total Work Load (hour)
Theoretical	14		3.00	42.00
Practicals/Labs		0	0.00	0.00
Self study and preperation		6	1.00	6.00
Homeworks		2	5.00	10.00
Projects		0	0.00	0.00
Field Studies		0	0.00	0.00
Midterm exams		1	12.00	12.00
Others		0	0.00	0.00
Final Exams		1	20.00	20.00
Total Work Load				90.00
Total work load/ 30 hr				3.00
ECTS Credit of the Course				4.00

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS

	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	5	5	5	5	5	5	4	0	2	3	0	0	0	0	0	0
ÖK2	5	5	5	5	5	5	4	2	2	0	2	0	0	0	0	0
ÖK3	5	5	5	5	5	5	4	0	0	0	2	0	0	0	0	0
ÖK4	5	5	5	5	5	5	5	2	0	3	2	0	0	0	0	0

ÖK5	5	5	5	5	5	5	5	0	3	3	2	0	0	0	0	0
ÖK6	5	5	5	5	4	5	4	2	3	0	3	0	0	0	0	0
ÖK7	5	5	5	5	5	5	4	3	3	2	0	0	0	0	0	0
ÖK8	5	5	5	5	5	5	3	2	0	2	2	0	0	0	0	0
ÖK9	5	5	5	5	5	5	5	0	0	2	2	0	0	0	0	0
ÖK10	5	5	5	5	5	5	4	0	2	0	0	0	0	0	0	0

LO: Learning Objectives   PQ: Program Qualifications

Contribution Level:	**1 very low**	**2 low**	**3 Medium**	**4 High**	**5 Very High**