CS169_F’10 Outcomes List – Armando Fox

By the completion of the course, **Software Engineering**, students are expected to:

1) Be able to explain and understand popular software development processes, including agile methods and waterfall

2) Understand basic concepts about software architecture and design patterns, especially as they related to object-oriented design and programming.

3) Use essential tools for small-team software development, including version control, documentation, and progress tracking.

4) Understand and apply basic concepts of unit testing, integration testing, and debugging.

5) Develop the team skills needed to plan and develop a substantial software application.

6) Understand and use the development & deployment model of software-as-a-service (SaaS) and cloud computing and the concurrency issues that arise in that environment.