

Agile Software Development

MSc in Computer Science

Produced
by

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Module Introduction

Agile Software Development

Scope of Module

- Introduction to the tools, techniques and technology of Agile Software Development
- 12 x 2-Hour lectures
- 12 Labs
- 2 Assignments - specified at weeks 2 and 7

Learning Outcomes

- Have an in depth knowledge of the Java programming language and be able to deploy this knowledge to develop high quality solutions.
- Embody in these solutions the key Object Oriented Principles, and understand why these principles can enhance overall solution quality
- Understand and be able to apply Test Driven Development practices, including the use of appropriate tools and best practice patterns.
- Be able to efficiently structure the build of a solution, including automated dependency management and deployment.
- Have concrete experience of language features not currently part of the Java language, but widely available in some alternatives to Java.
- Have an exposure to Agile Practices in general, with an appreciation of a suite of agile tools and techniques.

Topics List

Core Java

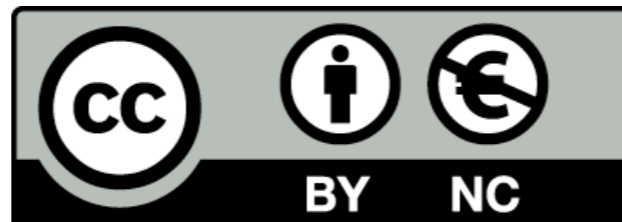
- Java Essentials
- Inheritance
- Collections
- Exceptions
- Serialization

Java++

- Type Inference
- Collection Literals
- Lambdas

Principles, Tools & Techniques

- Software Paradigms & Programming Languages
- Object Oriented Principles
- Test Driven Development
- Build Tools & Processes
- Modern Web Frameworks



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