Australian National University

PROGRAMS AND COURSES

PROGRAMS AND COURSES / COURSES / COMP6442 / FIRST SEMESTER /

CLASS SUMMARY | BACK TO COURSE DETAILS

Software Construction

A Postgraduate course offered by the **School of Computing**.

COMP6442

Overview	**Assessment**	Submission	Contacts

CLASS NUMBER	2347	TERM CODE	3330

CLASS INFO	CLASS DATES
Unit Value	Class Start Date
6 units	**20/02/2023**
Mode of Delivery	Class End Date
In Person	**26/05/2023**
COURSE CONVENER	Census Date
Dr Bernardo Pereira Nunes	**31/03/2023**
LECTURER	Last Date to Enrol
	27/03/2023

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Dr Bernardo Pereira Nunes	**27/02/2023**
	TUTOR
	Llew Reilly

Assessment Requirements

The ANU is using Turnitin to enhance student citation and referencing techniques, and to assess assignment submissions as a component of the University's approach to managing Academic Integrity. For additional information regarding Turnitin please visit the Academic Skills website. In rare cases where online submission using Turnitin software is not technically possible; or where not using Turnitin software has been justified by the Course Convener and approved by the Associate Dean (Education) on the basis of the teaching model being employed; students shall submit assessment online via 'Wattle' outside of Turnitin, or failing that in hard copy, or through a combination of submission methods as approved by the Associate Dean (Education). The submission method is detailed below.

Moderation of Assessment

Marks that are allocated during Semester are to be considered provisional until formalised by the College examiners meeting at the end of each Semester. If appropriate, some moderation of marks might be applied prior to final results being released.

Examination(s)

Late submission is not allowed. You have up to 14 days to appeal the results of any of the assessments after the results are released.

Assessment Task 1

Video Assignment 1

In this assignment, you must produce one short video explaining any topic covered or related to the first part of the course. Your video will be assessed based on four criteria through a single-blind peer-review methodology.

Value: 2 %
Learning Outcomes: 1-5

Assessment Task 2

SOFTWARE CONSTRUCTION (**COMP6442**)

- Class Overview
- Materials & Resources
- Feedback
- Class Schedule
- Assessment Details
- Assessment 1
- Assessment 2
- Assessment 3
- Assessment 4
- Assessment 5
- Assessment 6
- Assessment 7
- Assessment 8
- Assessment 9
- Assessment 10
- Assessment 11
- Assessment 12

Video Assignment 2

In this assignment, you must produce one short video explaining any topic covered or related to the second part of the course. Your video will be assessed based on four criteria through a single-blind peer-review methodology.

Value: 2 %
Learning Outcomes: 6-10

Assessment Task 3

Group Assignment

In this assignment, you will gain some experience in the process of software construction (the design, specification, documentation, implementation, and testing of substantial software). You will be assessed individually and as part of a group.

Value: 30 %
Learning Outcomes: 1-10

Assessment Task 4

Midterm Exam

This is an individual exam covering the topics presented in the first part of the course.

Value: 10 %
Learning Outcomes: 1-5

Assessment Task 5

Final Exam

This is an individual exam covering the topics presented in the entire course. This exam is a hurdle (30%).

Value: 40 %
Learning Outcomes: 1-10

Assessment Task 6

Lab Assignment

Hands-on assignments covering key concepts learned in the lectures (9 assignments, 8 contain assessable items; each is worth 2 marks). The solutions provided in this assignment will be assessed based on a set of pre-defined test cases. Feedback will be auto-generated.

Value: 2 %
Learning Outcomes: 1,2

Assessment Task 7

Lab Assignment

Hands-on assignments covering key concepts learned in the lectures (9 assignments, 8 contain assessable items; each is worth 2 marks). The solutions provided in this assignment will be assessed based on a set of pre-defined test cases. Feedback will be auto-generated.

Value: 2 %
Learning Outcomes: 1,4

Assessment Task 8

Lab Assignment

Hands-on assignments covering key concepts learned in the lectures (9 assignments, 8 contain assessable items; each is worth 2 marks). The solutions provided in this assignment will be assessed based on a set of pre-defined test cases. Feedback will be auto-generated.

Value: 2 %
Learning Outcomes: 2,5,6

Assessment Task 9

Lab Assignment

Hands-on assignments covering key
concepts learned in the lectures (9
assignments, 8 contain assessable items;
each is worth 2 marks). The solutions provided in this assignment will be assessed based on a set
of pre-defined test cases. Feedback will be auto-generated.

Value: 2 %
Learning Outcomes: 2,5,6

Assessment Task 10

Lab Assignment

Hands-on assignments covering key
concepts learned in the lectures (9
assignments, 8 contain assessable items;
each is worth 2 marks). The solutions provided in this assignment will be assessed based on a set
of pre-defined test cases. Feedback will be auto-generated.

Value: 2 %
Learning Outcomes: 2,9

Assessment Task 11

Lab Assignment

Hands-on assignments covering key
concepts learned in the lectures (9
assignments, 8 contain assessable items;
each is worth 2 marks). The solutions provided in this assignment will be assessed based on a set
of pre-defined test cases. Feedback will be auto-generated.

Value: 2 %
Learning Outcomes: 2,3

Assessment Task 12

Lab Assignment

Hands-on assignments covering key
concepts learned in the lectures (9
assignments, 8 contain assessable items;
each is worth 2 marks). The solutions provided in this assignment will be assessed based on a set
of pre-defined test cases. Feedback will be auto-generated.

Value: 2 %
Learning Outcomes: 1

Assessment Task 13

Lab Assignment

Hands-on assignments covering key
concepts learned in the lectures (9
assignments, 8 contain assessable items;
each is worth 2 marks). The solutions provided in this assignment will be assessed based on a set
of pre-defined test cases. Feedback will be auto-generated.

Value: 2 %
Learning Outcomes: 3,4