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Software engineering with objects      M363

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*Presentation pattern      February to October*

*Module description*

*Software engineering with objects* covers the design and construction of software systems. Constructing software systems to meet a set of sometimes diverse and even conflicting user requirements can be a daunting prospect! This module will provide students with the intellectual tools to make such tasks easier. Building on M257 *Putting Java to work* and M256 *Software development with Java*, they will examine the disciplined approach needed to satisfy all user requirements and expectations. Using CASE tools (such as a Java IDE and a modelling tool), they will study topics including analysis and design in UML and managing the OO software development process. Students will also explore how software systems can be delivered in a timely and economical manner and be resilient to changes introduced during their operational lifetime.

*Person specification*

The person specification for this module should be read in conjunction with the [generic person specification](#) for an associate lecturer at The Open University.

As well as meeting all the requirements set out in the generic person specification, you should have:

- experience of object-oriented software development
- familiarity with Java Technology, CASE tools and UML
- an understanding of object-oriented programming.

It would be an advantage to have:

- knowledge of OCL or other formal modelling languages (e.g. Z or VDM)
- an awareness of current developments in object technology (e.g. agile development, MDA, SOA and patterns)
- a relevant higher degree.

*Additional information*

- We welcome applications from candidates whose experience derives from either an industrial or an academic background or both.
- Experience of using electronic forms of distance teaching and support would be useful but training will be provided.

*Module related details - a full explanation can be found on the website*

Credits awarded to the student for the successful completion of a module:	30
Number of assignments submitted by the student:	3
Method of submission for assignments:	1a
Level of ICT requirements:	2
Number of students likely to be in a standard group:	20
Salary band:	3
Estimated number of hours per teaching week:	3