

Introduction to Software Development III (IE Course)

Stephen Levitt

School of Electrical and Information Engineering
University of the Witwatersrand

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Modern Software Development



- Agile development
- User stories, story mapping, project planning
- Continuous integration and team work
- Web development – JavaScript and Node (no C++!)
- Data persistence
- Automated integrated and end-to-end tests

- Short video recordings and in-person lectures/discussions
- Blended learning approach
- **Attendance at lectures is expected**
- Supplementary material

Preparatory Laboratories

- 4/5 structured labs which get you up to speed on the technologies to be used in the group project
- Myself and the TA will be available for assistance on Thursdays in the D-Lab, 10:15 to 12:00
- Will start next week
- Work in groups of 4; groups will be finalised once the course numbers have stabilised
- Attendance is not compulsory but doing the work is *essential*
- Preparatory labs do not count for marks

- Will follow on from the preparatory labs
- Groups will be required to build a software product
- Submission deadline near the end of the course
- Product will be developed using an agile approach
- Assessment will focus on the development process
- Counts 35%

Individual Research Project

- Requires self-study; will deal with a topic not covered in lectures
- Aim is to broaden your understanding of technologies / techniques / methods / tools / languages used in software development
- Introduction to research, rather than build and test
- Involves a limited practical aspect
- Due on the first submission date
- **Counts 20%**

- 2 hour written exam
- Closed book, basic scientific calculators allowed
- All material covered in lectures, preparatory labs, readings, and the individual project and group laboratory is examinable
- Counts 45%

- Weekly announcement explaining where we are with the course
- Fair amount of self-study, guided by lecture topics, labs, supplementary material
- Strong focus on collaborative, group work
- *In-person* consultation during labs and before/after lectures
- Videos, lecture slides, labs, project briefs, etc. posted to the Ulwazi website

Dr Stephen Levitt

- CM 3.249 (same floor as E&IE reception)
- stephen.levitt@wits.ac.za

Course homepage: <https://witseie.github.io/software-dev-3/>

Is this the state of software development today?



How the customer explained it



How the Project Leader understood it



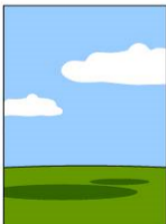
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



How the project was documented



What operations installed



How the customer was billed



How it was supported



What the customer really needed