Course title			Code	semester	T+U	credit	ECTS			
Software Des	ign and Archite	ecture		3	3+0	3	6			
Prerequisite	Courses	None								
Language of		English								
Course Level		Undergraduate								
Type of Cour		Compulsory								
Course Coor	dinator									
Instructors										
Course Assis										
The aim of lesson		The aim of this course is to model, design and develop software projects with software engineering discipline. For this purpose, to teach the basic principles of software engineering, the steps of the software process, the standards of software design and standardized design patterns.								
Course Cont		This course covers basic design principles and strategies for software architecture and design. Architectural styles, quality attributes, representations and documents, reference architecture, impact-specific architecture in the architectural process and pattern-oriented design, component-based design, length-oriented design and interface design in the detail design process are discussed.								
Course Learn	ning			ssfully complet						
Outcomes		1. Will be able to define the basic elements of Software Engineering.								
		2. Can understand the basics of Software Design and Architecture.3. Understand, research and compare architectural design methods.								
		4. Develop a real life project.								
Weeks	Topics									
one	What is Software Architecture									
2	Why is Software Architecture Important?									
3	Scope of soft	Scope of software architecture								
4	Quality Requi	Puality Requirements Part I								
5		uality Requirements Part II								
6		Software Architecture in Agile Projects								
7	·									
8	Architecture and Requirements									
9	designing the architecture									
10	Software Architecture Documentation									
11th	Software Architecture Case Study I Software Architecture Case Study II									
12			tudy II							
13	Architecture i									
	**	hes in architectu								
14	Alternative de	esign approache	s for develop	oing specificati	on and design	n tools and sy	ystem tests.			
15	Project Preser									
General Competencies										
To be able to research and learn about any given software engineering technical concept in the most accurate way.										
resources										
Software Arcl	hitecture, Kazm	nan et al.								
			Evaluatio	n System						
•		the Midterm Exthe Faculty Adm	_		Evaluations	will be annou	ınced later,			

	WITH PROGRAM LEARNING OUTCOMES											
	COURSE LEARNING OUTCOMES RELATIONSHIP TABLE											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	
INCR	5	5	5	5	4	4	4	5	5	4	4	
EASE												
1												
INCR	5	4	4	4	4	3	3	3	5	4	5	
EASE												
2												
INCR	5	5	3	4	5	3	3	3	5	3	5	
EASE												
3												
LO4	5	5	3	4	3	3	3	3	5	4	5	
LO: Learning Outcomes OP: Program Outcomes												
Contri bution Level	•		2 Low	2 Low		3 Medium		4 High		5 Very High		

Relation of Program Outcomes and Related Course

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
Software											
Design and	5	4	5	5	3	3	3	4	5	4	5
Architecture											