

1. COURSE

SE1A1. Software Architecture and Design (Mandatory)

2. GENERAL INFORMATION

- 2.1 Course : SE1A1. Software Architecture and Design
 2.2 Semester : 3^{er} Semestre.
 2.3 Credits : 4
 2.4 Horas : 3 HT; 3 HP;
- 2.5 Duration of the period : 16 weeks
 2.6 Type of course : Mandatory
 2.7 Learning modality : Face to face
 2.8 Prerequisites : SE1R1. Requirements and interface design. (2nd Sem)
 SE1R1. Requirements and interface design. (2nd Sem)

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

Write justification for this course here ...

5. GOALS

- Write your first goal here.
- Write your second goal here.
- Just in case you need more goals write them here

6. COMPETENCES

- 1) Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions. (**Familiarity**)

7. TOPICS

Unit 1: title for the unit goes here (5)	
Competences Expected:	
Topics	Learning Outcomes
<ul style="list-style-type: none"> • Topic1 • Topic2 • Topic3 	<ul style="list-style-type: none"> • Learning outcome1 [Levelforthislearningoutcome]. • Apply computing in complex problems [Usage]. • Create a search engine [Assessment]. • Study data structures [Familiarity].
Readings : [Bibitem1], [Bibitem2]	

Unit 2: another unit goes here (1)	
Competences Expected:	
Topics	Learning Outcomes
<ul style="list-style-type: none"> • Topic1 	<ul style="list-style-type: none"> • Learning outcome xyz [Levelforthislearningoutcome].
Readings : [Bibitem3], [Bibitem1]	

8. WORKPLAN

8.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

8.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

8.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

9. EVALUATION SYSTEM

***** EVALUATION MISSING *****

10. BASIC BIBLIOGRAPHY