

# Project: Agile System Development

Programme course

8 credits

Projekt: Agil systemutveckling

TDP029

Valid from:

**Determined by**

Board of Studies for Computer Science  
and Media Technology

**Date determined**

**Revision date**

2017-01-25

## Main field of study

Programming

## Course level

First cycle

## Advancement level

G2X

## Course offered for

- Programming

## Prerequisites

Programming

## Intended learning outcomes

Having passed the course, the student will be able to:

- Develop an interactive application together with clients.
- Develop software together with programmers and clients.
- Develop software based on the agile methodology's foundations.
- Understand the agile methodology compared to other methodologies

## Course content

**Craftsmanship:** Ability to work with agile methods both individually, in pairs, and in teams. Ability to communicate and function socially in a good way in a project and team (Communication). Ability to develop software in the easiest way possible to solve a given requirement (Simplicity). Ability to receive and give feedback in a constructive way (Feedback). Work at a high speed with good quality and deliver innovative satisfying results (Courage). Work directly with source code rather than documentation and be open to continual changes (Working Software + Responding to Change).

**Technology:** Program language and development environment depending on project. Requirements management and project management system Trello. Version control system Git/Subversion

## Teaching and working methods

IP-project, carried out according to the study plan.  
The course runs over the entire spring semester.

## Examination

PRA1      Project assignment      8 credits      U, G

## Grades

Two-grade scale, U, G

## Department

Institutionen för datavetenskap

## Director of Studies or equivalent

Jalal Maleki

## Examiner

Annika Silvervarg

## Education components

Preliminary scheduled hours: 86 h  
Recommended self-study hours: 127 h

## Course literature

Fastställs senare

## Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at [http://stydokument.liu.se/Regelsamling/Innehall/Utbildning\\_pa\\_grund-\\_och\\_avancerad\\_niva](http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva).