

## COURSE OUTLINE

### GENERAL

<b>SCHOOL</b>	Sciences and Engineering		
<b>ACADEMIC UNIT</b>	Computer Science		
<b>LEVEL OF STUDIES</b>	1 <sup>st</sup> Cycle		
<b>COURSE CODE</b>	COMP-119	<b>SEMESTER</b>	Spring
<b>COURSE TITLE</b>	Collaborative Software Development		
<b>INDEPENDENT TEACHING ACTIVITIES</b> <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>		<b>WEEKLY TEACHING HOURS</b>	<b>CREDITS</b>
		2.5	6
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
<b>COURSE TYPE</b> <i>general background, special background, specialised general knowledge, skills development</i>	Special Background		
<b>PREREQUISITE COURSES:</b>	COMP-117		
<b>LANGUAGE OF INSTRUCTION and EXAMINATIONS:</b>	English		
<b>IS THE COURSE OFFERED TO ERASMUS STUDENTS</b>			
<b>COURSE WEBSITE (URL)</b>			

### LEARNING OUTCOMES

<p><b>Learning outcomes</b></p> <p><i>The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.</i></p> <p><i>Consult Appendix A</i></p> <ul style="list-style-type: none"> <li>• <i>Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area</i></li> <li>• <i>Descriptors for Levels 6, 7 &amp; 8 of the European Qualifications Framework for Lifelong Learning and Appendix B</i></li> <li>• <i>Guidelines for writing Learning Outcomes</i></li> </ul>
<p>After completion of the course students are expected to be able to:</p> <ul style="list-style-type: none"> <li>• develop robust and high-quality source code</li> <li>• utilize source code version management tools collaboratively</li> <li>• employ bug-tracking tools for application development</li> <li>• develop unit tests and use tools for automatic testing</li> <li>• apply the full life-cycle of software development within a team</li> <li>• integrate AI tools, such as Copilot, to enhance productivity and quality in software development.</li> </ul>

### General Competences

*Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?*

*Search for, analysis and synthesis of data and information, with the use of the necessary technology*

*Adapting to new situations*

*Decision-making*

*Working independently*

*Team work*

*Working in an international environment*

*Working in an interdisciplinary environment*

*Production of new research ideas*

*Project planning and management*

*Respect for difference and multiculturalism*

*Respect for the natural environment*

*Showing social, professional and ethical responsibility and sensitivity to gender issues*

*Criticism and self-criticism*

*Production of free, creative and inductive thinking*

*.....*

*Others...*

*.....*

Search for, analysis and synthesis of data and information, with the use of the necessary technology

Adapting to new situations

Decision-making

Working independently

Team work

Project planning and management

Criticism and self-criticism

Production of free, creative and inductive thinking

### SYLLABUS

- Introduction to tools for source code version management in collaborative software development.
- Leveraging source code version management tools throughout the software development lifecycle.
- Best practices for developing high-quality, robust source code.
- Introduction to tools for source code bug management.
- Navigating the complete workflow for bug management in a collaborative setting.
- Developing unit tests and integrating them into the software development lifecycle.
- Introduction to AI tools, such as Copilot, for software development.
- Using AI tools to efficiently develop higher-quality source code.
- Employing AI tools for automatic generation of documentation, unit tests, and code snippets.

### TEACHING and LEARNING METHODS - EVALUATION

<b>DELIVERY</b> <i>Face-to-face, Distance learning, etc.</i>	Face-to-face
<b>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</b> <i>Use of ICT in teaching, laboratory education, communication with students</i>	<i>Use of ICT in teaching / Χρήση ΤΠΕ</i> <i>Communication with students / Επικοινωνία με Φοιτητές</i>
<b>TEACHING METHODS</b>	

<p>The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</p> <p>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</p>	Activity	Semester workload
	Lectures	35
	Preparation	40
	Homework and quizzes	50
	Exam preparation	23
	Final exam	2
	Course total	<b>150</b>
<p><b>STUDENT PERFORMANCE EVALUATION</b></p> <p>Description of the evaluation procedure</p> <p>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</p> <p>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</p>	Final Exam, Midterm Exam, Assignments, and Quizzes	

## ATTACHED BIBLIOGRAPHY

Required Textbooks / Readings:				
Title	Author(s)	Publisher	Year	ISBN
Introduction to C++ Programming and Data Structures, 5 <sup>th</sup> Ed.	Daniel Y. Liang	Pearson	2022	978-0137391349
Software Development Lifecycle: Lecture Notes	Prof. Harald Gjermundrød	Available on course page		
Recommended Textbooks / Readings:				
Title	Author(s)	Publisher	Year	ISBN
Mastering GitHub Copilot: AI-Powered Development for Modern Coding	Innoware PJP	Independently published	2024	979-8343975147
Practical Development Environment	Matthew B. Doar	O'Reilly	2005	0-596-00796-5