

MODULE HANDBOOK

Module Name	Rekayasa Perangkat Lunak																					
Module level, if applicable	Undergraduate																					
Code, if applicable	02143243040																					
Subtitle, if applicable	-																					
Courses, if applicable	-																					
Semester(s) in which the module is taught	4																					
Person responsible for the module	Endar Suprih Wihidayat S.T., M.Eng.																					
Lecturer	Endar Suprih Wihidayat S.T., M.Eng.																					
Language	Indonesian and English																					
Relation to curriculum	Undergraduate degree program, compulsory course in 4th semester																					
Type of teaching, contact hours	Undergraduate degree program, < 40 students																					
Workload	Lectures: $3 \times 50 = 150$ minutes (2 hours 30 minutes) per week Exercise and Assignments: $3 \times 60 = 180$ minutes (3 hours) per week Private study: $3 \times 60 = 180$ minutes (3 hours) per week																					
Credit points	3 SKS																					
Requirements according to the examination regulations	A student must have attended at least 75% of the lectures to sit in the exams																					
Recommended Prerequisites																						
Module objectives/intended learning outcomes	<p>After completing this module, a student is expected to:</p> <table border="1"> <thead> <tr> <th>No</th> <th>Course Learning Outcome</th> <th>PLO</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Students can understand what is meant with RPL and software classification</td> <td>PLO-11</td> </tr> <tr> <td>2</td> <td>Students can understand various Process Models for software development</td> <td>PLO-11</td> </tr> <tr> <td>3</td> <td>Students can understand the activities carried out to design a software</td> <td>PLO-11</td> </tr> <tr> <td>4</td> <td>Students can do Analysis Modeling and Design Model</td> <td>PLO-11</td> </tr> <tr> <td>5</td> <td>Students can design software with Effective Modular and object-oriented approach</td> <td>PLO-11</td> </tr> <tr> <td>6</td> <td>Students can evaluate software with various software tests.</td> <td>PLO-11</td> </tr> </tbody> </table>	No	Course Learning Outcome	PLO	1	Students can understand what is meant with RPL and software classification	PLO-11	2	Students can understand various Process Models for software development	PLO-11	3	Students can understand the activities carried out to design a software	PLO-11	4	Students can do Analysis Modeling and Design Model	PLO-11	5	Students can design software with Effective Modular and object-oriented approach	PLO-11	6	Students can evaluate software with various software tests.	PLO-11
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Content	This course is a course for the field of software engineering, aims to provide an overall picture of how students develop software including the																					

	sequence and processes carried out and to know the quality of good software.																					
Study and examination requirements and forms of Examination	<p>Forms of examination:</p> <table border="1"> <thead> <tr> <th>No</th> <th>Course Learning Outcome</th> <th>PLO</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Students can understand what is meant with RPL and software classification</td> <td>Quiz (10%)</td> </tr> <tr> <td>2</td> <td>Students can understand various Process Models for software development</td> <td>Individual Task (10%)</td> </tr> <tr> <td>3</td> <td>Students can understand the activities carried out to design a software</td> <td>Individual Task (10%)</td> </tr> <tr> <td>4</td> <td>Students can do Analysis Modeling and Design Model</td> <td>Team Based Project (20%)</td> </tr> <tr> <td>5</td> <td>Students can design software with Effective Modular and object-oriented approach</td> <td>Team Based Project (25%)</td> </tr> <tr> <td>6</td> <td>Students can evaluate software with various software tests.</td> <td>Team Based Project (25%)</td> </tr> </tbody> </table>	No	Course Learning Outcome	PLO	1	Students can understand what is meant with RPL and software classification	Quiz (10%)	2	Students can understand various Process Models for software development	Individual Task (10%)	3	Students can understand the activities carried out to design a software	Individual Task (10%)	4	Students can do Analysis Modeling and Design Model	Team Based Project (20%)	5	Students can design software with Effective Modular and object-oriented approach	Team Based Project (25%)	6	Students can evaluate software with various software tests.	Team Based Project (25%)
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Media employed	LCD, Whiteboard, Power Point Slide Presentation, Practical Guidance Video, websites, etc.																					
Reading list	<ol style="list-style-type: none"> 1. eBook: Pressman-Software Engineering - A Practitioners Approach - 7th Edition 2. eBook: Sommerville-Software Engineering 9th Edition 																					