

# uCertify

## Course Outline

### Software Engineering for Beginners



12 May 2024

1. Course Objective
2. Pre-Assessment
3. Exercises, Quizzes, Flashcards & Glossary  
Number of Questions
4. Expert Instructor-Led Training
5. ADA Compliant & JAWS Compatible Platform
6. State of the Art Educator Tools
7. Award Winning Learning Platform (LMS)
8. Chapter & Lessons  
Syllabus  
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Chapter 2: Software Engineering from 20,000 Feet  
Chapter 3: Before the Beginning  
Chapter 4: The Team  
Chapter 5: Project Management  
Chapter 6: Requirements Gathering  
Chapter 7: High-Level Design  
Chapter 8: Low-Level Design  
Chapter 9: Security Design  
Chapter 10: User Experience Design  
Chapter 11: Programming  
Chapter 12: Algorithms  
Chapter 13: Programming Languages  
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Chapter 17: Maintenance  
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Here's what you get

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Here's what you get

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## 1. Course Objective

The Software Engineering for Beginners course unlocks your potential to develop cutting-edge software solutions. With comprehensive design, coding, testing, and project management coverage, this course equips you with the essential skills needed to excel in the industry. You'll learn from real examples that lead to real results. It contains interactive lessons with knowledge checks and quizzes, and hands-on labs to build and iterate on your code like a software developer.

## 2. Pre-Assessment

Pre-Assessment lets you identify the areas for improvement before you start your prep. It determines what students know about a topic before it is taught and identifies areas for improvement with question assessment before beginning the course.

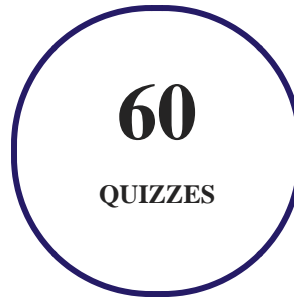
## 3. Exercises

There is no limit to the number of times learners can attempt these. Exercises come with detailed remediation, which ensures that learners are confident on the topic before proceeding.



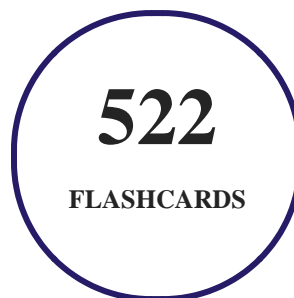
## 4. Quizzes

Quizzes test your knowledge on the topics of the exam when you go through the course material. There is no limit to the number of times you can attempt it.



## 5. flashcards

Flashcards are effective memory-aiding tools that help you learn complex topics easily. The flashcard will help you in memorizing definitions, terminologies, key concepts, and more. There is no limit to the number of times learners can attempt these. Flashcards help master the key concepts.



## 6. Glossary of terms

uCertify provides detailed explanations of concepts relevant to the course through Glossary. It contains a list of frequently used terminologies along with its detailed explanation. Glossary defines the key terms.



## 7. Expert Instructor-Led Training

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

## 8. ADA Compliant & JAWS Compatible Platform

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

## 9. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assessments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

## 10. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's finest products and services. Since 1986, thousands of products, services and solutions have been

recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 7 years:

- **2014**

1. Best Postsecondary Learning Solution

- **2015**

1. Best Education Solution
2. Best Virtual Learning Solution
3. Best Student Assessment Solution
4. Best Postsecondary Learning Solution
5. Best Career and Workforce Readiness Solution
6. Best Instructional Solution in Other Curriculum Areas
7. Best Corporate Learning/Workforce Development Solution

- **2016**

1. Best Virtual Learning Solution
2. Best Education Cloud-based Solution
3. Best College and Career Readiness Solution
4. Best Corporate / Workforce Learning Solution
5. Best Postsecondary Learning Content Solution
6. Best Postsecondary LMS or Learning Platform
7. Best Learning Relationship Management Solution

- **2017**

1. Best Overall Education Solution
2. Best Student Assessment Solution
3. Best Corporate/Workforce Learning Solution
4. Best Higher Education LMS or Learning Platform

- **2018**

1. Best Higher Education LMS or Learning Platform

2. Best Instructional Solution in Other Curriculum Areas
3. Best Learning Relationship Management Solution

- **2019**

1. Best Virtual Learning Solution
2. Best Content Authoring Development or Curation Solution
3. Best Higher Education Learning Management Solution (LMS)

- **2020**

1. Best College and Career Readiness Solution
2. Best Cross-Curricular Solution
3. Best Virtual Learning Solution

## 11. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

## Syllabus

### Chapter 1: Introduction

- WHAT IS SOFTWARE ENGINEERING?
- WHY IS SOFTWARE ENGINEERING IMPORTANT?
- WHO SHOULD READ THIS COURSE?



## Chapter 2: Software Engineering from 20,000 Feet

- REQUIREMENTS GATHERING
- HIGH-LEVEL DESIGN
- LOW-LEVEL DESIGN
- DEVELOPMENT
- TESTING
- DEPLOYMENT
- MAINTENANCE
- WRAP-UP
- EVERYTHING ALL AT ONCE
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 3: Before the Beginning

- DOCUMENT MANAGEMENT
- HISTORICAL DOCUMENTS
- EMAIL

- CODE
- CODE DOCUMENTATION
- APPLICATION DOCUMENTATION
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 4: The Team

- TEAM FEATURES
- TEAM ROLES
- TEAM CULTURE
- INTERVIEWS
- PHYSICAL ENVIRONMENT
- COLLABORATION SOFTWARE
- OUTSOURCING
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 5: Project Management

- EXECUTIVE SUPPORT

- PROJECT MANAGEMENT
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 6: Requirements Gathering

- REQUIREMENTS DEFINED
- REQUIREMENT CATEGORIES
- GATHERING REQUIREMENTS
- REFINING REQUIREMENTS
- RECORDING REQUIREMENTS
- VALIDATION AND VERIFICATION
- CHANGING REQUIREMENTS
- DIGITAL TRANSFORMATION
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 7: High-Level Design

- THE BIG PICTURE

- WHAT TO SPECIFY
- UML
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 8: Low-Level Design

- DESIGN APPROACHES
- OO DESIGN
- DATABASE DESIGN
- WHEN TO OPTIMIZE
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 9: Security Design

- SECURITY GOALS
- SECURITY TYPES
- CYBERSECURITY
- SHIFT-LEFT SECURITY
- MALWARE MENAGERIE

- PHISHING AND SPOOFING
- SOCIAL ENGINEERING ATTACKS
- CRAPWARE
- PASSWORD ATTACKS
- USER ACCESS
- COUNTERMEASURES
- CYBER INSURANCE
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 10: User Experience Design

- DESIGN MINDSET
- DESIGN GUIDELINES
- FORM DESIGN
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 11: Programming

- TOOLS
- ALGORITHMS
- TOP-DOWN DESIGN
- PROGRAMMING TIPS AND TRICKS
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 12: Algorithms

- ALGORITHM STUDY
- ALGORITHMIC APPROACHES
- ALGORITHM CHARACTERISTICS
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 13: Programming Languages

- THE MYTH OF PICKING A LANGUAGE
- LANGUAGE GENERATIONS
- LANGUAGE FAMILIES
- THE BEST LANGUAGE

- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 14: Testing

- TESTING GOALS
- REASONS BUGS NEVER DIE
- LEVELS OF TESTING
- TESTING TECHNIQUES
- TESTING HABITS
- HOW TO FIX A BUG
- ESTIMATING NUMBER OF BUGS
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 15: Deployment

- SCOPE
- THE PLAN
- CUTOVER

- DEPLOYMENT TASKS
- DEPLOYMENT MISTAKES
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 16: Metrics

- WRAP PARTY
- DEFECT ANALYSIS
- SOFTWARE METRICS
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 17: Maintenance

- MAINTENANCE COSTS
- TASK CATEGORIES
- TASK EXECUTION
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON



## Chapter 18: Predictive Models

- MODEL APPROACHES
- PREREQUISITES
- PREDICTIVE AND ADAPTIVE
- WATERFALL
- WATERFALL WITH FEEDBACK
- SASHIMI
- INCREMENTAL WATERFALL
- V-MODEL
- SOFTWARE DEVELOPMENT LIFE CYCLE
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 19: Iterative Models

- ITERATIVE VS. PREDICTIVE
- ITERATIVE VS. INCREMENTAL
- PROTOTYPES
- SPIRAL

- UNIFIED PROCESS
- CLEANROOM
- COWBOY CODING
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 20: RAD

- RAD PRINCIPLES
- JAMES MARTIN RAD
- AGILE
- XP
- SCRUM
- LEAN
- CRYSTAL
- FEATURE-DRIVEN DEVELOPMENT
- DISCIPLINED AGILE DELIVERY
- Primary Roles
- Secondary Roles

- DYNAMIC SYSTEMS DEVELOPMENT METHOD
- KANBAN
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 21: Software Ethics

- ETHICAL BEHAVIOR
- RESPONSIBILITY
- THOUGHT EXPERIMENTS
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## Chapter 22: Future Trends

- SECURITY
- UX/UI
- CODE PACKAGING
- CLOUD TECHNOLOGY
- SOFTWARE DEVELOPMENT

- ALGORITHMS
- TECH TOYS
- SUMMARY
- WHAT YOU LEARNED IN THIS LESSON

## 12. Practice Test

**Here's what you get**

**45**

PRE-ASSESSMENTS QUESTIONS

**45**

POST-ASSESSMENTS QUESTIONS

## Features

Each question comes with detailed remediation explaining not only why an answer option is correct but also why it is incorrect.

### Unlimited Practice

Each test can be taken unlimited number of times until the learner feels they are prepared. Learner can review the test and read detailed remediation. Detailed test history is also available.

Each test set comes with learn, test and review modes. In learn mode, learners will attempt a question and will get immediate feedback and complete remediation as they move on to the next question. In test mode, learners can take a timed test simulating the actual exam conditions. In review mode,

learners can read through one item at a time without attempting it.

## 13. Live Labs

The benefits of live-labs are:

- Exam based practical tasks
- Real equipment, absolutely no simulations
- Access to the latest industry technologies
- Available anytime, anywhere on any device
- Break and Reset functionality
- No hardware costs

## Lab Tasks

### **Software Engineering from 20,000 Feet**

- Understanding Software Development Project Phases

### **Before the Beginning**

- Sending an Email Using Confidential Mode
- Documenting and Commenting on the HTML5 Code

### **The Team**

- Analyzing Team-Building Features

### **Project Management**

- Creating a PERT Chart
- Creating a Gantt Chart

## **Requirements Gathering**

- Understanding the FURPS+ Categories
- Understanding Requirements Techniques and Methods

## **High-Level Design**

- Understanding the Class Diagram Visibility Symbols

## **Low-Level Design**

- Normalizing Unnormalized Data to 1NF
- Normalizing Data from 1NF to 2NF
- Normalizing Data from 2NF to 3NF

## **User Experience Design**

- Customizing the Word's Ribbon Interface
- Understanding Printer Configuration
- Designing a Form

## **Programming**

- Using the Sorting Algorithm
- Implementing Software Programming Using Factorial

## **Algorithms**

- Understanding Recursion
- Implementing Caching Using ARP

## **Programming Languages**

- Using a Fourth-Generation Language to Retrieve Specific Data
- Using an Object-Oriented Language to Create a Class

### **Testing**

- Understanding the Testing Techniques

### **Metrics**

- Creating an Ishikawa Diagram

### **Maintenance**

- Understanding the Types of Maintenance Tasks

### **Predictive Models**

- Understanding the Waterfall Model

### **Iterative Models**

- Understanding the Spiral Model

### **RAD**

- Understanding the RAD Model

## **Here's what you get**

**27**

LIVE LABS

**12**

VIDEO TUTORIALS

**18**

MINUTES

## 14. Post-Assessment

After completion of the uCertify course Post-Assessments are given to students and often used in conjunction with a Pre-Assessment to measure their achievement and the effectiveness of the exam.

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