Software Engineering Project

David Baelde Charlie Jacomme

{baelde, jacomme}@lsv.fr

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Goals

Project

- Realistic software development experience
- Produce finalized application, usable and maintainable
- More programming experience

Software Engineering

- Problems: large code base, large team, long time
- Various "solutions": methodology, design, coding techniques, tools...
- ► Fundamental concepts as well as some practical techniques

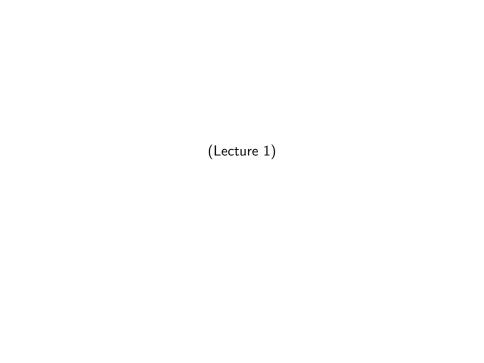
Organization

Lectures

- Principles of software engineering
- Architecture, design and modeling
- ► Rigorous software development, testing and debugging
- ► Tutorials on various useful tools

Project

- ► Complete software project, from design to release & demo
- Mandatory project meetings whenever no lecture
- Evaluation based on final release and individual activity



Your project

Projects

- ▶ Groups of 2 to 6+ students
- Based on tools freely available on linux (C411 machines)
- Code repository (e.g. git) visible by instructors
- Code hosting platform (e.g. github) with issue tracker, discussions, wiki, continuous integration

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Proposals (new!)

- Choose from pre-defined projects (still room for creativity)
- Tasks which earn you points
- Organisation in two phases: secret goals for second phase