

# Software Engineering Project

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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

(Lecture 1)

# 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