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, methodology, tools
- Design, testing, rigorous software development
- Tutorials on git, testing tools, etc.

Project

- Complete software project, from design to release & demo
- State-of-the-art development methodology
- Mandatory project meetings whenever no lecture

Practical details

Grading

- Individual grade based on exercises: git, testing, design, etc.
- Group grade for each project: final result (code, tests, documentation) but also methodology (quality of group meetings and commit history) and defense

Website

For day-to-day organization, and course material, watch this space:

http://www.lsv.fr/~baelde/gl

(Lecture 1)

Your project

Projects

- Groups of 3–4 students (± 1 if needed)
- Based on tools freely available on linux (C411 machines)
- Code repository (e.g. git) visible by instructors and students
- Code hosting platform (e.g. github) with issue tracker, discussions, wiki, continuous integration

Your project

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Proposals

- Choose one of five proposals (still room for creativity)
- Development guided (and evaluated) by requirements:
 - general requirements on the course webpage;
 - specific requirements in each project proposal.
- Organisation in two phases: secret goals for second phase