

Introduction

22/11/2016

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The team

SOFTWARE ENGINEERING



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UML



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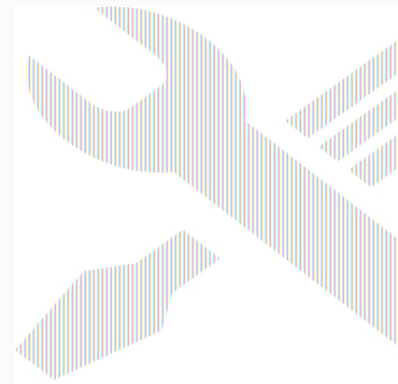
Software Engineering?

Course Website:

https://mbf-iut.i3s.unice.fr/doku.php?id=2016_2017:lp:dam:gl:start

Software Engineering

Tools,
Concepts,
Best Practices,



...



Practical Software Engineering!

Tools,
Concepts,
Best Practices,



...



... All applied on a **team** project



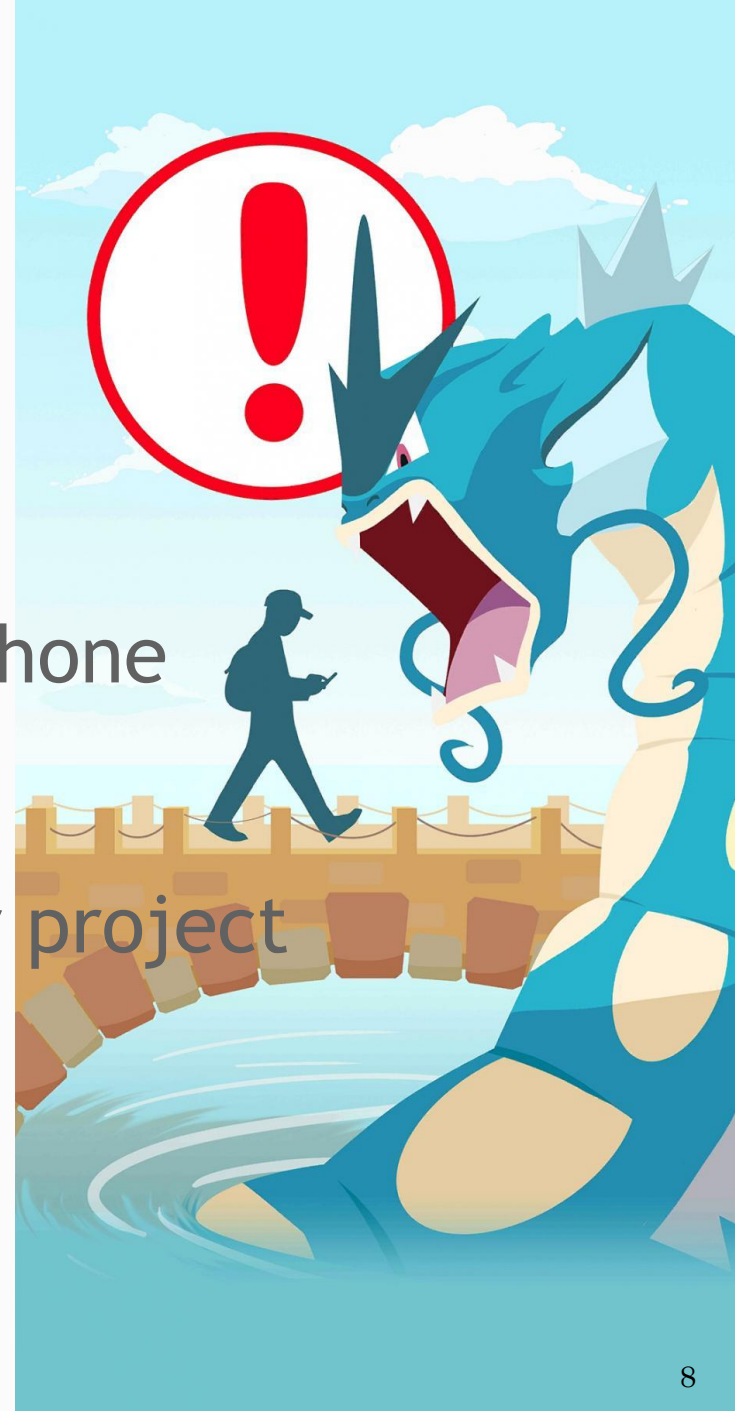
The deal

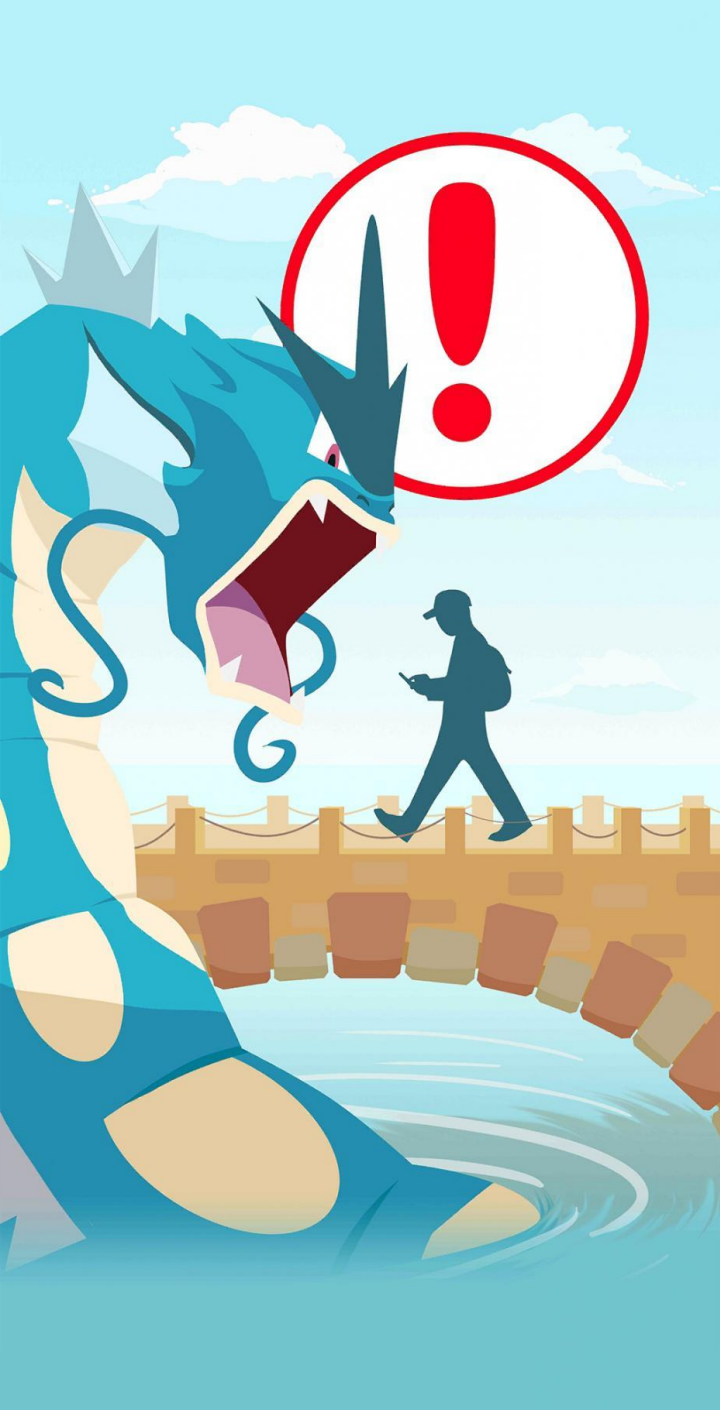
Your part

- Be on time. For **classes** and **deadlines**.
- Lessons = no computer or phone
- Labs = stay focused on your project

Your part

- Be on time
- Lessons = no computer or phone
- Labs = stay focused on your project
- No Pokémon GO (sorry!)





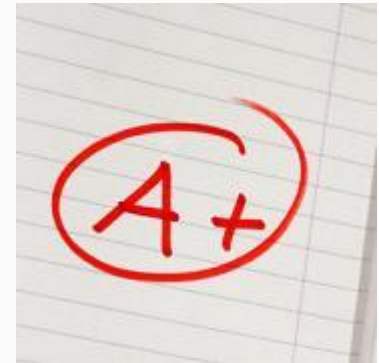
Our part

- Be on time (too)
- Answer to **every** question
- Coach your project

Marking

OGI - What we look at:

- Attendance
- Use of the tools
- Project presentations and milestones
- Assignments (made during class)



UML - What we look at:

- Attendance
- Understanding of the tool
- Use of the diagrams

Roadmap

Week	Date	Prof	Content	Evaluation/Delivery
1 - OGL	22/11/16	CC	Introduction, project presentation & Versioning	TD: Git in practice (during class)
2 - OGL	28/11/16	CD	GL: Agility UML: Use Case Diagrams	User Stories (05/12 course start)
3 - OGL	05/12/16	CC	(Web) Services & Packaging	Release sprint-0 (11/12 23:59)
4 - OGL	12/12/16	CC	Tests	TD: Kata (during class)
5 - OGL	05/01/17	CD	Continuous integration	
5 - UML	05/01/17	MBF	UML: Introduction & Class Diagrams	
6 - OGL	12/01/17	CD	Coaching & Project Work	
6 - UML	12/01/17	MBF	UML: Class & Sequence Diagrams	
7 - Eval	17/01/17	All	End of 1st sprint	Release, Demo (15/01 23:59)
8 - OGL	24/01/17	CD	Coaching & Project Work	
8 - UML	24/01/17	MBF	UML: State machines	UML Diagrams (29/01 23:59)
9 - OGL	31/01/17	CD	Coaching & Project Work	
9 - UML	31/01/17	MBF	UML: Component Diagrams	
10 - Eval	07/02/17	All	End of 2nd sprint	Release, Demo, Report (05/02)

