

# Software Engineering 2

Introduction

Logistics

Bureaucracy

## Team

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  - Chair of Software Engineering
- Luca Cavallaro (cavallaro@elet.polimi.it)
  - PhD student
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  - PhD student
- NO formal distinction between theory ("lezione") and practice ("esercitazione")
- schedule published (and updated) on the web

## The web

- <http://corsi.metid.polimi.it/>
- all you need is there
- but remember that slides do not cover all
- my office hours: by appointment (usually after class)
- personal email
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## This year

- Two groups
  - Experiment in global software engineering
    - DOSE project
  - The "classical" course
    - Class, laboratory, exam

## Laboratory (tentative)

- UML
- Alloy
- J2EE
- Testing
  - Check schedule on-line

## Exam

- theory (written exam)
- project work
- final score
  - 20 (+2) points theory
  - 10 (+1) points projects

## Style

- remember it is *graduate* course
- I strongly encourage your active participation
- remember these "basic rules" (unfortunately I am forced to remind them)

Do not

1. answer phone calls/sms...
2. leave the room to do 1 (and then maybe come back)
3. do crosswords or sudoku
4. have fun with your neighbor

## What do you know about SE?

- IS1 is not really on software engineering
- it concentrates on systematic OO design
- what you should know
  - specification, design, and documentation of modules
  - a bit of system specifications in UML
  - verification via elementary module testing
  - configuration management

## ...what do we do here?

The software process and standards

The software product and the socio-economic context

Problem definition: requirements engineering

Methods and technologies for product development

Notations and specification methods

Verification and validation

## Study material

- slides
- papers via web
- book
  - Ghezzi, Jazayeri, Mandrioli
    - Fundamentals of Software Engineering, 2nd Edition, Prentice Hall, 2003

Questions?