PS5.3 - Final Project

https://wiki.unice.fr/display/~collet/Projets+de+semestre+5++-+SI3+-+2019-20

Ph. Collet

16.12.2019

pictures: sxc.hu, piixabay

Do you remember?

«Maybe the problem is not that it's so **hard** to write **good software**, ...

… but that it's so

easy to write crap.»

Course Objective

Developing **software** in a **professional** and **efficient** way.

Course Contents

Software life cycle
Requirements
Code Versioning
Automated Build
Test-driven Development

More or Less Hidden Contents

(OO) Design
Good Design
Abstractions from tech
Adhesion to the domain

First 2 projects in PS5

Slicing

Domain Driven

Code-test-build

fixed, predefined

Scope

Your Cost Time fixed

implication

1-week project PS5 (now!)

Slicing

Domain Driven

Code-test-build

Variable, predefined

Scope

Your Cost Time fixed

implication

Software engineering rule of three

Readability

Readability
Readability

Let’s go

https://github.com/collet/ps5.3-1920/blob/master/README.md

Objectives

1. Integrate a project with legacy artefacts that are not under your control;
2. Improve your programming-in-the-small skills while not forgetting the good principles you now follow;
3. Deliver as fast as possible;
4. Analyse the performance of several solutions you develop and improve.

Ready?