



PS5.3 - Final Project

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

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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.

Service Op
la bottom
OK
la Source
For Parcours
Costs Imp
Industrie
For Customer

The image shows a close-up of a black and silver pen lying diagonally across a notebook. The notebook pages are filled with handwritten notes in multiple languages.

 - The top page has Russian text: "Понедельник" (Monday), "Днем" (Day), "Март" (March), and "Вторник" (Tuesday).

 - Below that, there's a list of items: "FO = 1", "CAT SE = 1", "UTP = Un", "STP = S", "S/STP", and "DM".

 - The middle page has English text: "Service Op", "la bottom", and "ta".

 - The bottom page has more English text: "A + VC + V", "CCA + MARRM + KOBAL", "la Source Billion", "For Parcours", "Costs Implications", "Industria Credit", and "For Customer".

 Several words are circled, including "OK" and "la".

Service Op
la bottom
OK
la Source
For Parcours
Costs Imp
Industrie
For Customer

Service Open
 la bottom
 OK

Service
 la bottom
 OK

Service Open
 la bottom
 OK

Service
 la bottom
 OK

Service Open
 la bottom
 OK

Service
 la bottom
 OK

More or Less Hidden Contents

(00) Design

Good Design

Abstractions from tech

Adhesion to the domain



First 2 projects in PS5



Slicing
Domain Driven
Code-test-build

fixed, predefined
Scope

QUALITY

Your Cost
implication

Time fixed

1-week project PS5 (now!)



Slicing
Domain Driven
Code-test-build

Variable, predefined
Scope

Your Cost Time fixed
implication

QUALITY



Let's go

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?

