

Project Development (SYP)

Peter Bauer

Let's Talk Content – 1

Content

- What are projects?
- Project start
- Project Communication
- Software Development Process Models
- System Specification
- Implementation
- Testing
- Releasing

What Are Projects?

- Collaborative enterprise
- Carefully planned
- Temporary rather than permanent
- Accomplish particular tasks
- Time constraints

Project Start

- * Give basis for the management decision of project approval
- Describes
 - Necessity of project
 - Feasibility of project
 - Affordability of project
 - Market and economic effect of project

Project Communication

- Project Organization
- * Requirements Management
- Project Planning
- Configuration Management
- Quality Assurance
- Methods and Tools

Software Development Process Models

- Waterfall model
- V-Model
- * RUP
- * Scrum
- Development Process Assessments

Administrivia

What Will We Do?

- * Start developing a serious background in project development
- Develop a complete project
 - Plan (content, time line, effort, ...)
 - Implement (from requirements to tests)
 - Monitor the project's progress
- Have fun while doing serious work

How Is The Course Organized?

- Theoretical background
 - Selected parts of the book
- Practical exercises
 - By means of smaller examples
 - By means of your project

How To Get A Grade – Main Contributions

- One test per semester
 - * Date: ????
- Review of project deliverables
 - Project proposal
 - Effort estimations
 - Prototype
 - Reports

Teams

- * 2 to 3 persons max.
- Find a topic
- Assign roles
 - Dependent on your process model
 - Based on your primary skills

Communication

- * Moodle
 - General announcements
 - Communication about tasks and assignments
 - Enroll
 - * Course name: III_SYP 3AHIF Bauer 1516
 - Enrolment Key: DasIstSYPER
- * Skype / e-mail (Bauepete / p.bauer@htl-leonding.ac.at)
 - Short hand communication

Let's Talk Content – 2

System Specification

- Analysis of the application domain
 - * UML
- Documentation of functional and non-functional requirements
- Software architecture

Implementation

- Documentation of software design
 - * UML
- Coding in a team
 - Syncing the code base between the team members
 - Collaborative coding models

Testing

- Kinds of tests
- Test plan
- Test specification
- Test report

Releasing

- * Release plan
- * Roadmaps to releases
- Project and software versions
- Release notes
- Change logs