



**POLITECNICO**  
MILANO 1863

# Software Engineering 2

Brief description of the course organization



# Instructors

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## Note

The three classes proceed in parallel  
No substantial differences!

# Course objectives

- Overview of the principles and techniques of software engineering
- Compared to basic SE courses, SE2 focuses on development of complex systems (large-scale projects)
- **Topics:**
  - Software lifecycles, standards, project management and metrics
  - Specification languages: UML, Alloy
  - Requirements analysis
  - Software architecture and implementation platforms
  - Validation and verification



# Logistics

- **Schedule**

- Wednesday 8.15-10.15
- Thursday 8.15-10.15

- Full course schedule: see webpage on WeBeep

- **Recording policy**

- Lectures will be recorded — **NO live streaming**
- Made available through WeBeep

# Books and other material





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- <http://webeep.polimi.it/>: slides, material, exams info, schedule variations, news, forum
- Suggested textbooks
  - Ravi Sethi, Software Engineering: Basic Principles and Best Practices (English Edition), Editore: Cambridge University Press, Ed: 2022, ISBN: 1316511944
  - Hans van Vliet, Software Engineering: Principles and Practice, 3rd Edition, Editore: Wiley, Anno edizione: 2008, ISBN: 978-0-470-03146-9
  - Carlo Ghezzi, Mehdi Jarayeri, Dino Mandrioli, Fundamentals of Software Engineering, Editore: Prentice-Hall, Ed: 2002, ISBN: 0133056996
  - Len Bass, Paul Clements, and Rick Kazman, Software Architecture in Practice, Editore: Pearson Education, Limited, Ed: 2021, ISBN: 9780136886099 <https://ebookcentral.proquest.com/lib/polimi/detail.action?docID=7116234>
    - The book has been purchased by our library. It can be accessed by three contemporary users. Access can take place from Polimi network or by following the instructions available here <https://www.biblio.polimi.it/en/services/how-to/access-to-an-electronic-resource>
  - Christoph Fehling, Frank Leymann, Ralph Retter, Walter Schupeck, Peter Arbitter, Cloud Computing Patterns : Fundamentals to Design, Build, and Manage Cloud Applications, Editore: Springer, Ed: 2014, ISBN: 9783709115671 <http://search.ebscohost.com/login.aspx?direct=true&scope=site&db=nlebk&db=nlabk&AN=705269>
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  - Martin Kleppmann, Designing Data-Intensive Applications : The Big Ideas Behind Reliable, Scalable, and Maintainable Systems, Editore: O'Reilly Media, Incorporated, Ed: 2017, ISBN: 9781449373320 <https://ebookcentral.proquest.com/lib/polimi/detail.action?docID=4825244>
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# Assessment: rules

- 2 parts + homework (optional)
- How do I compose parts?

Written Exam 1 (WE1)	<b>Req. and Des. Project (R&amp;DD)</b>	homework
Research Project (RP)	Written Exam 2 (WE2)	
Full (Req., Des., Impl., Testing) Project (R&DD+I&T)		
		
16 points (min 8)		2 pt



# Assessment: constraints

- Exam is passed if
  - You get the minimum for each building block
  - Total is  $\geq 18$
- Total  $\geq 31$  (before rounding) = 30L
- **Important note**
  - R&DD, I&T, RP, homework will be assigned **only during this winter session**



# R&DD Project

- Goals
  - Put into practice most of the approaches and principles presented in class
  - Produce high-quality requirements and design documentation
- R&DD is a **group activity**
  - Students will autonomously form groups
  - 3 students at most, 1 student (singleton) is also ok (but not encouraged!)
  - Each student can have a specific role (to be declared during the exam)
  - But all must have broader knowledge, that is, they must be aware of what the other teammates have done (see later)
- Some exercise sessions are dedicated to introducing and discussing the project development
- Ad-hoc meetings can be scheduled as required by the groups



# Implementation and Testing (I&T)

- Only for **groups of two or three** students **who have taken R&DD**
  - These must be the same groups as for R&DD!
  - You can choose to continue with I&T after completing R&DD
- Goals
  - Achieve a **running prototype** implementation offering some of the functionality of the project
  - **Test** your prototype possibly using some of the automation tools that will be presented in class
  - **Evaluate** through **acceptance testing** the prototype implemented by another group



# R&DD and I&T evaluation

- We will assess
  - Quality of the produced artifacts
  - Ability to justify and soundness of design decisions
  - Ability to explain rationales
  - Ability to coordinate with the other group members
  - Ability to meet the deadlines
  - Presentation



# R&DD and I&T — Important dates

- Project assignment: 11/10/2024
- Group registration: 25/10/2024
- RASD submission deadline: 22/12/2024
- DD submission deadline: 7/01/2025
- I&T deliverable deadline: 2/02/2025
- Acceptance testing deliverable deadline: 9/02/2025
- Final project presentations (to be scheduled)

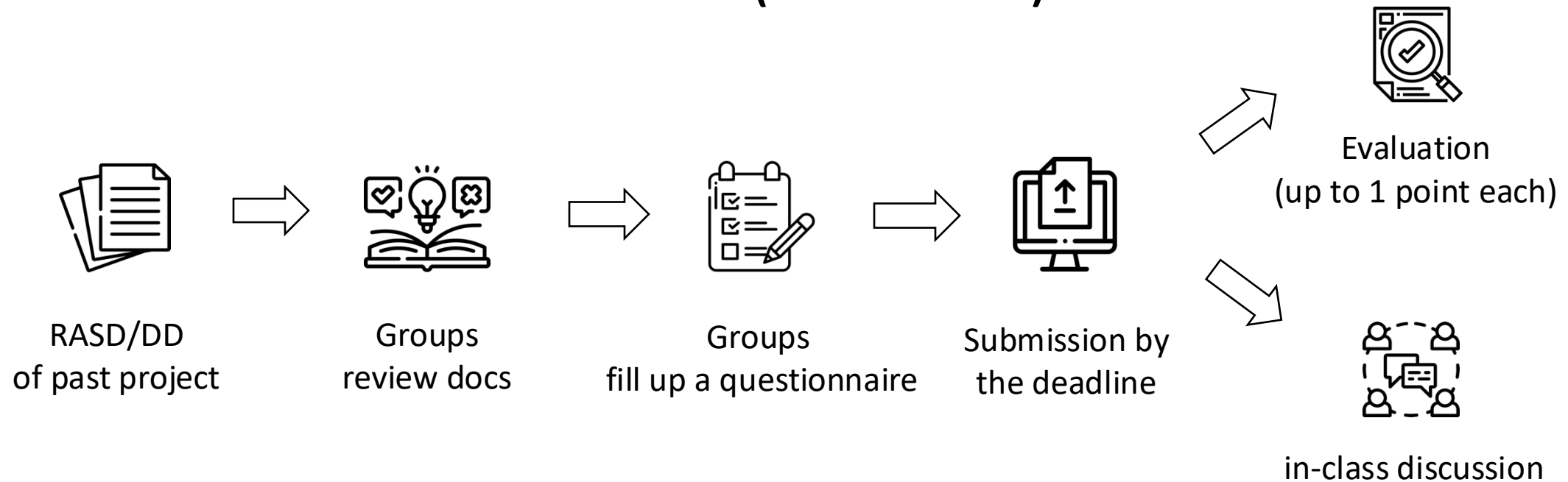


# R&DD and I&T — Notes

- **You can submit before the deadlines, if you want/need!**
- When you submit a deliverable, you can also submit a new, improved/updated version of the previous deliverables
  - make sure to document what changes you applied

# Homework on RASD and DD

## Process overview for each homework (RASD and DD)





# Homework on RASD and DD

- During the semester we will provide you with (anonymized) past projects (RASD and DD)
  - Tentative schedule: RASD in mid-October / DD in the first part of November
- You review the documentation and **fill out a questionnaire** in which you explain what errors you found
  - One questionnaire for the RASD, one for the DD
- Then we will **discuss** it during an exercise session
  - The goal of the exercise is to understand how to/not to create a RASD and DD
- Answering each questionnaire with reasonable answers is worth 1 point
  - Hence, 2 points can be earned through questionnaires (one for requirements, one for design)
- The questionnaires will be administered **only once**, during the semester
  - If you do not fill them out during the semester, you miss 2 of the total 32 possible points
- **Important note:** the homework gives you the chance to reflect on how to develop a R&D documentation... it is very useful even if you take WE2!



# Research Project (RP)

- Goals
  - Get involved into research teams of the DeepSE (software engineering) group
  - Contribute to the development of novel techniques/tools for research purposes
- RPs will be agreed with your instructors: we will schedule a dedicated meeting for this around mid-October
- They must be completed by September 2025 at the latest
  
- **M.Sc. theses are available**, possibly (not only) as continuation of RP

# WE1 and WE2

- **Written Exams (WE)** focus on all topics presented in the course
  - Duration: 1h30m each
- **WE1:** 3 exercises on all course topics
- **WE2:** mimics the writing of R&DD
  - Given a short description of an application, identify requirements, define architecture
  - **Note:** scoring well in WE2 requires a good level of experience in writing R&D documents!
- WE1 and WE2 are “open book”
  - You can use your notes and books