

CSCC01 - Introduction to Software Engineering

Thierry Sans

What is hard in software development?

What is hard in software development?

- Understand what the clients needs
- Dealing with changing/evolving requirements
- Work efficiently as a team
- Manage large scale code
- Design large scale code
- Delivering working software ... and on time
- Make sure the final product is what the client needs

Legacy

- CSCC01 Introduction to Software Engineering
Anya Tafliovich
University of Toronto Scarborough
- 15-214 Principles of Software Construction
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Course Objectives

CSCC01 is an introduction to software development methodologies with an emphasis on **agile**

development methods appropriate for rapidly-moving projects

What will you learn

Project Management

- software development infrastructure
- requirements elicitation and tracking
- prototyping
- project planning and tracking execution
- testing and validation
- software modeling
- software architecture
- object-oriented design and design patterns

Software Design

How will you learn

- You are going to work as **a team** (4-5 persons) on a semester -long project to build a software for **a client**
- You will report your progress to the course staff
- You will deliver your final product to the client

How to succeed in this course

- ✓ Make sure you follow the software management guidelines

- ➡ Talk and listen to the course staff

- ✓ Make sure you build the right software

- ➡ Talk and listen to the client

Course work and grading

Team Work	Individual Work
Project Deliverables 30%	Exercises 10%
Project Interviews 10%	Midterm 15% & Final 35%

Course website

<https://thierrysans.github.io/CSCC01/>

Your next deadlines

Week	Deadline	Work
1	Thursday Sept 7th	Github registration
2	Monday Sept 11th	(Individual) Version Control with Git
3	Monday Sept 18th	(Team) Team Setup deliverable + interview