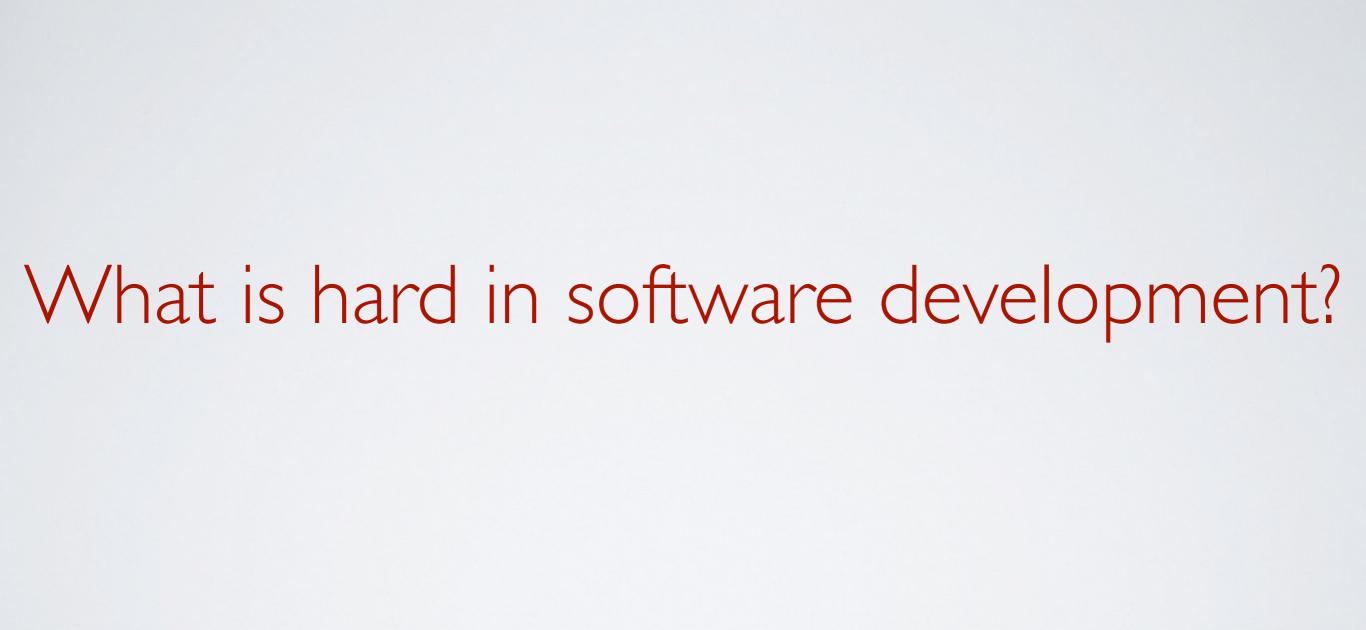
CSCC01 - Introduction to Software Engineering

Thierry Sans



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

Course Objectives

CSCC01 is an introduction to <u>software development</u>

<u>methodologies</u> 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 <u>final product to the client</u>

Course website

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

Assumptions

- · Adequate attitude to be a good team player
- You are capable of developing software (in Java)
- Able to learn new programming languages, frameworks, and development tools on your own

How to succeed in this course

- ✓ Make sure you follow the software engineering principles
- → Talk and listen to the course staff
- ✓ Make sure you build the right software
- → Talk and listen to the client

Your first deadlines

Week	Deadline (5pm)	Work
2	Monday Sept 10th	Github registration
3	Monday Sept 17th	Lab3 about Version Control