

COMP23420 Software Engineering Semester 2

Week 1: Introduction

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School of Computer Science

Course Aims

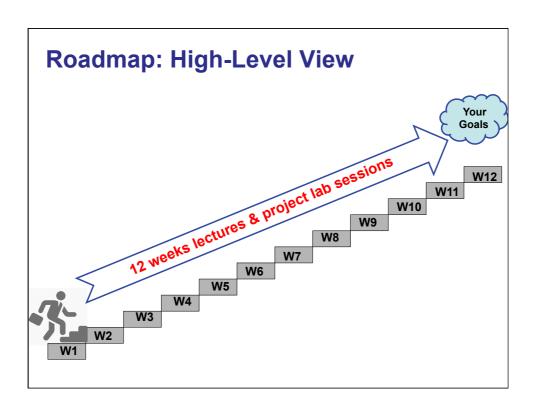
- To learn software engineering concepts, principles, processes and methods
- 2. To simulate a real world software engineering team project *in vitro*
- 3. To develop your "soft" skills through the team project

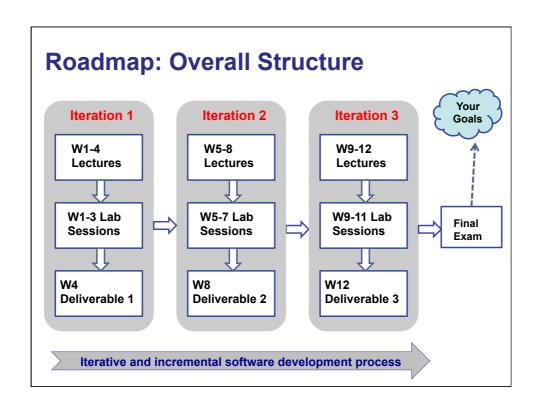
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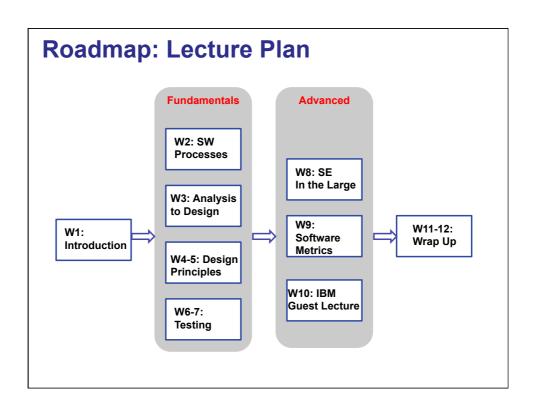
Today's Objectives

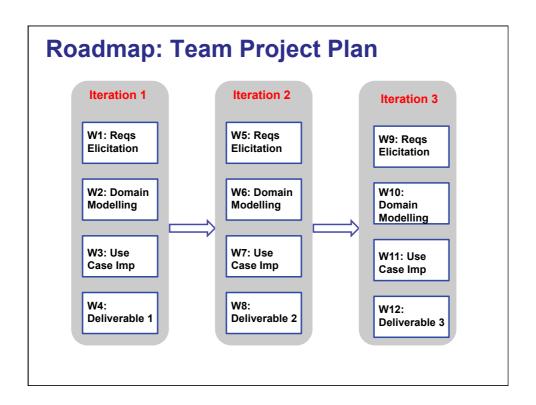
- To introduce the course as a whole
- To introduce the team project

3









Assessment Breakdowns

• 3 project deliverables (total 40%)

- Iteration 1: 10% (Week 4 Lab)

- Iteration 2: 15% (Week 8 Lab)

- Iteration 3: 15% (Week 12 Lab)

• 1 final written exam: 55%

Second year tutorials: 5%

Project Lab Schedule

- > Location: G23, Kilburn Building
- ➤ Lab sessions
 - Thursdays 11.00 13.00 (**Group R**)
 - Fridays 9.00 11.00 (**Group T**)
 - Fridays 11.00 13.00 (**Group Q**)

Project Introduction

- Work as a team to design and implement a bus driver scheduling & rostering system for the Greater Manchester Passenger Transport Executive (GMPTE)
- The system is called "Integrated Bus Management System (IBMS)"
- · Based on a real world business scenario

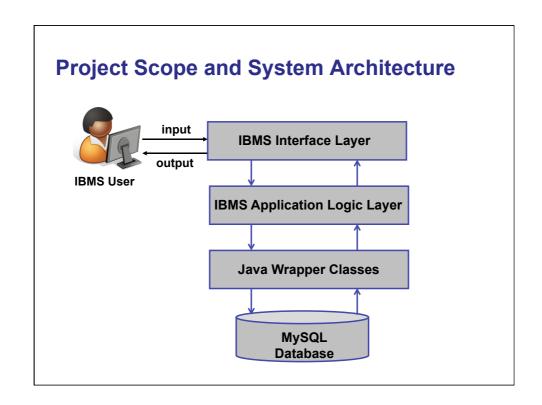


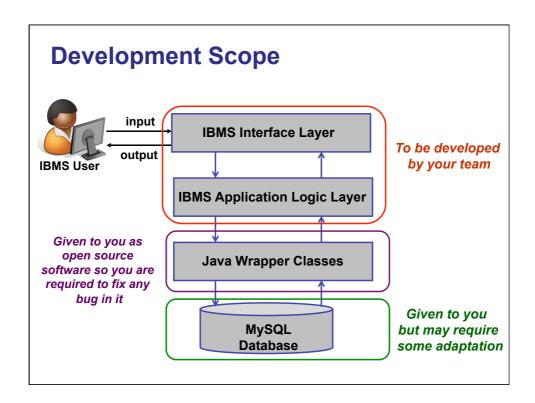
10

Project Teams

- Team size: 5-1 or 5+1 (much smaller than normal industrial team size)
- · Based on similar ability
- Work with a teaching assistant (2-3 teams per TA)
- The team of the best project will win a prestigious IBM award at the end of the semester!

11





Tools for the Project

- ➤ Java programming language
- > UML
- ➤ MySQL database
- ➤ Git and Gitlab (https://gitlab.cs.man.ac.uk)

14

Project Resources

Located at the School Moodle site:

- Team Project Handbook
- Git concepts
- Instructions for setting up Git and Gitlab
- Detailed Iteration One Tasks
- IBMS Database Wrapper Classes
- IBMS Database Wrapper Class Description
- IBMS Database Access Instruction
- Database Interface Notes
- mysql-connector-java-5.1.12-bin.jar
- Bus Route Timetable
- IBMS Rostering Rules
- Report Template

15

Developing "soft" skills through the project

- "Employers prefer 'soft' skills in graduates" (http://www.bbc.co.uk/news/education-28560758)
- "What are the 'soft skills' employers want?" (https://nationalcareersservice.direct.gov.uk/aboutus/newsarticles/Pages/Spotlight-SoftSkills.aspx)
- ✓ Communication
- ✓ Making decisions
- ✓ Showing commitment
- √ Flexibility
- √ Time management
- ✓ Leadership
- ✓ Team player
- ✓ Creativity & problem solving
- ✓ Accepting the responsibility
- ✓ Work under pressure

16

Course Lecturers

- Dr Liping Zhao (liping.zhao@manchester.ac.uk)
- Dr John Sargeant (john.sargeant@manchester.ac.uk)

17

9

Questions?

Lecture Plan

Week 1: Introduction

Week 2: Software Processes

Week 3: Analysis to design

Week 4: GRASP design principles

Week 5: GRASP design principles

Week 6: Testing concepts and approaches

Week 7: Unit testing using Junit

Week 8: SE in the large

Week 9: Software Measurement

Week 10: Guest lecture: Agile team working in IBM

Week 11 - 12: Wrap up