



JURUSAN TEKNOLOGI INFORMASI

Software Engineering Course

01. Preface

Yoppy Yunhasnawa, S.ST., M.Sc.

Topics

- Getting to Know Me
- About Software Engineering Course
- Needed Tools



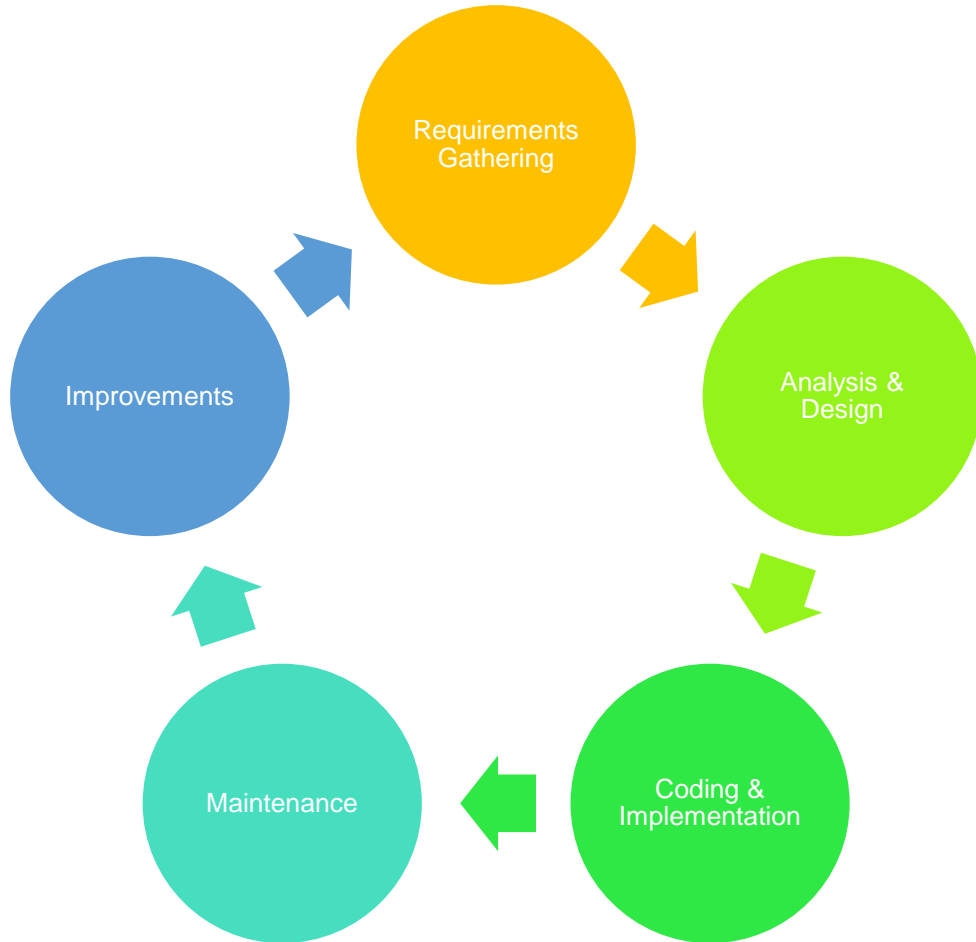
Topic #1: Getting to Know Me

1. Getting to Know Me

- Name : Yoppy Yunhasnawa, S.ST., M.Sc.
- Please call me: Pak Yoppy
- Education :
 - Master's → Computer Science & Information Engineering - CGU, Taiwan (R.O.C)
 - Bachelor → Teknik Informatika – PENS, Surabaya
 - Diploma → Manajemen Informatika – Polinema, Malang
 - Associate → English & Comp. Professionals – Polinema, Malang
- Experiences :
 - 2010-2012 → KapanLagi.com Networks – Web Programmer
 - 2012-2014 → Tomatech Mobile – Lead iOS Developer
 - 2016-Now → Politeknik Negeri Malang – Lecturer (Assistant Professor)
- Keahlian :
 - Software Engineering & Development
 - Data (Database, Data Warehouse, Big Data)
 - Machine Learning → Prediction Systems

Topic #2: About Software Engineering Course

2. About Software Engineering Course



- What is Software Engineering?
 - “Software engineering is an engineering discipline that is concerned with all aspects of software production.” – Ian Sommerville [1]
- Why is it important?
 - If we want to create a *good* software, we really need to know **HOW** to do it.
 - Doing engineering without knowing the science behind it, can be **disastrous**.

2. About Software Engineering Course

Learning Materials



First-half of the Semester

- Preface
- Introduction to Software Engineering
- Software processes
- Agile software development
- Requirements engineering
- System modeling

Second-half of the Semester

- Architectural design
- Design and implementation
- Software testing
- Software evolution

2. About Software Engineering Course In the Class

- M.D.R → Material, Demonstration, Report.
- Biggest portion of the evaluation mark will be from the report.
- *“Writing serves learning uniquely because writing as process-and product possesses a cluster of attributes that correspond uniquely to certain powerful learning strategies.” – J. Emig [2]*

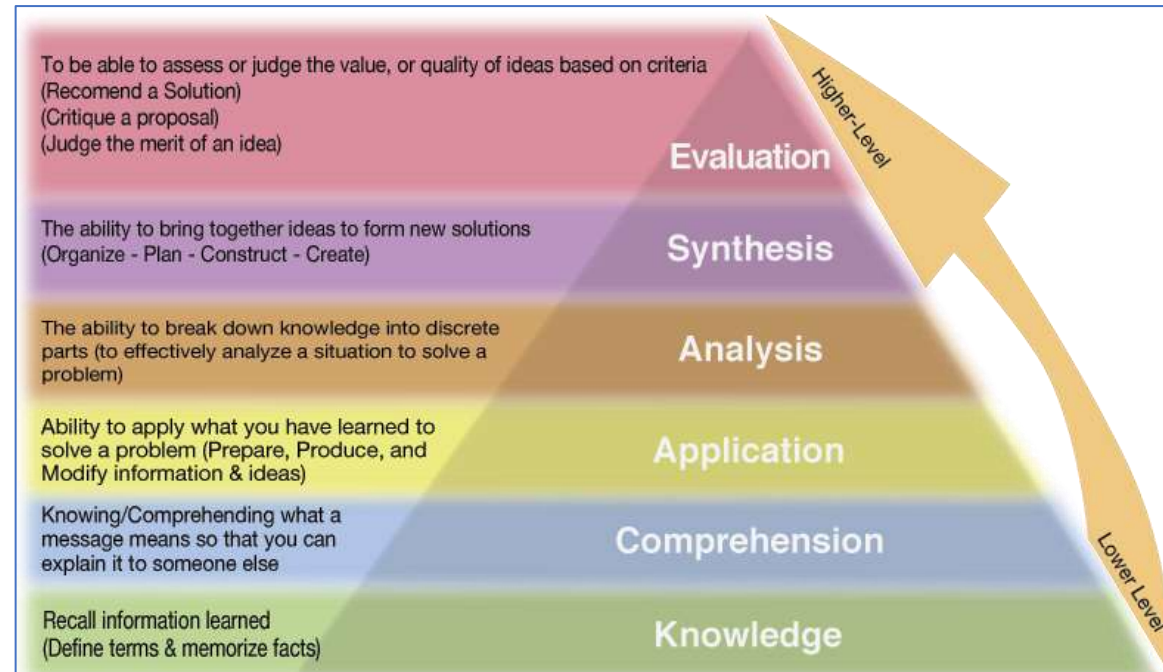


Figure: Bloom Taxonomy. [3]

2. About Software Engineering Course In the Class

- Google Classroom:
 - Kode: **6axztdt**
 - <https://classroom.google.com/c/NTEzNjM0NDg1NTg5?cjc=6axztdt>
- Report Example (ID):
 - <https://1drv.ms/w/s!AgSTJdS7YztygtFJPKRVsMbVk859zA?e=cvmOEev>

Topic #3: The Needed Tools

3. The Needed Tools

- Visual Paradigm Community Edition

Questions?



Thank You

Task



- Please install the required tools as I have explained before!

References



- [1] SOFTWARE ENGINEERING Ninth Edition by Ian Sommerville; Page No. 6.
- [2] <http://llss590fall2011.pbworks.com/w/file/fetch/69028075/Emig-Writing%20as%20a%20Mode%20of%20Learning%283%29.pdf>
- [3] <https://teachonline.asu.edu/2012/07/writing-measurable-learning-objectives/>