Software Craftsmanship

by Bjoern Kimminich

Bjoern Kimminich

- Nordakademie Graduate (199a)
- IT Architect / AppSec Officer at Kuehne + Nagel
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Contact Information

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Miscellaneous

- https://keybase.io/bkimminich
- https://twitter.com/bkimminich

Course Material

https://github.com/bkimminich/software-craftsmanship-lecture

Course Material

- All slides and references are in language
- The lecture can be held in ## or = language
- Latest course material is available only on GitHub
- Content exists as Markdown files for use with Marp
- Slides can be downloaded as PDF from GitHub
- All slides are published as OER under CC BY-SA 4.0 license

You can help save a p by not all slides for the entire course in advance as content might change during the course!

Rules

- Physical presence at lectures is mandatory and will be logged
- Exercises are mandatory (unless explicitly marked as *optional*)
- Exercises marked with "* might be done in the plenum
- Exercises marked with "" must have a (digitally) written result
- Active participation is encouraged. Otherwise at least be quiet
- If you are done with the last exercise of the day, you may leave

Curriculum

- 1. Motivation
- 2. Clean Code (Names, Functions, Comments, Formatting)
- 3. SOLID Principles (SRP, OCP, LSP, ISP, DIP)
- 4. Other Principles (KISS, DRY, YAGNI)
- 5. Testing (Test Pyramid, Test Ice Cone, Unit Testing, Legacy Testing)
- 6. Test Driven Development (TDD)
- 7. Agile Development Techniques (Pair Programming, Collective Code Ownership, CI)
- 8. Code Quality Tools (Linters, Static Code Analysis, Software Composition Analysis)

Schedule

- Thursdays, xx:xx xx:xx
- 9 lectures (xx.xx. xx.xx.xx)

Recommended Resources

• Martin: Clean Code, 2008

• Martin: The Clean Coder, 2011