SOFTWARE ENGINEERING

WELCOME!

Professor: Nicolás Múnera

Email: nmunerag@unal.edu.co

WARNING!

Acoustics can fail so, stay as close as possible!

You can answer your calls, just leave the room and come back when you're ready

Sleeping means candy for everyone in this class!



OBJECTIVES

At the end of this course you may be able to:

- Formulate, evaluate and develop software systems with standardized tools.
- Study a problem's domain to gather and validate requirements for software systems.
- Design software by using UML diagrams and choosing the right architecture.

OBJECTIVES

- Start working in team-coordinated projects.
- Knowing different frameworks and choosing the one that suits your software projects the best.
- Formulate software metrics in order to evaluate and test your software.

TOPICS

- 1) What is software engineering? Definitions, lifecycle.
- 2) How to not make my client go mad? Requirements: Domain problems, Elicitation.
- 3) How will I blend all of those requirements? Design: UML, Software Architectures.
- 4) Software development: Best practices and tricks.
- 5) Predictive software development methodologies.
- 6) Iterative software development methodologies.
- 7) Agile Software development methodologies.



NOW... LET'S SEE THE COURSE PROGRAM AND SCHEDULE

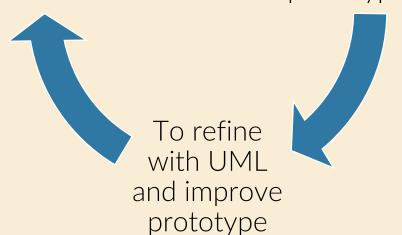
GRADING

Exam 1	15%
Exam 2	15%
Practices	30%
Assignments	10%
First Iteration Show	10%
Second Iteration Show	10%
Final Project Presentation	10%

PROJECT OPT 1

Iterative process:

To gather requirements and show a first prototype.



PRO'S & CONS

- This one is more practical
- This one requires implementation
- Projects need to be really short (So result is limited to a prototype and not a fully deployed software)

PROJECT OPT 2

Systematic process

To gather requirements and switch

Switch and UML design

Create a full requirements document.

PRO'S & CONS

- The last deliverable is more realistic as the Project can be a long one.
- You wont have an implementation phase.
- You will practice concepts (this is more theoretical).
- More systematic.

EVERY GROUP PROJECT



IN SCHOOL YOU HAVE EVER DON.

NOW... TEAM DRAFT...!