

Génie Logiciel

Introduction

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Before we start...

<https://www.wooclap.com/L3GL122>

Introduction

Objectives of this class

At the end of this class, you should be able to...

- Describe and explain the different methods of **software engineering**
- Choose and apply common patterns of **software project** management
- Critically discuss management of a **software project**
- Plan the development of a **software**

Introduction

Program

- Introduction to software engineering
- Elements of a software project
- UML
- Design patterns
- Documentation
- Agile methods

Introduction

General info

- Every week: Lecture (1h30)
- Every two weeks (for now...): Lab (3h)
- Total grade:
 - 20%: small exam during lab hours (potentially every week, be on time!)
 - 30%: lab reports (some weeks, including “projet fil rouge”)
 - 50%: examination
- Seconde chance intégrée: Final grade = $\max(\text{exam}, \text{total grade})$