Software Engineering II

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Be a Developer and Enjoy Your Life!

Course Overview

References

1- K. S. Rubin, "Essential Scrum, A Practical guide to the most popular agile process," 2013.

2- J. Sutherland, "Scrum handbook," 2010.

3- K. Schwaber, J. Sutherland, "The Scrum Guide, " 2017.

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- Introduction
- What is agile?
- Agile principles
- Why Scrum?
- Scrum framework
- Team Roles

- Sprints Rules
- Requirements & User story
- Product backlog & Estimation
- Sprint Planning
- Sprint Execution
- Sprint review
- Sprint retrospective

Grading policy

- 60% on project (<u>working software</u> with <u>Scrum framework</u>).
  - *Be a hard-working member in your team.*

- 25% on Final exam.

- 15% on presentation (Title should be on the edge of software technology).

- **Late policy:**no credit for late work.

Course overview

■ Course is actually improve your skills at

1. *Object-oriented programming.*

2. *Software analysis and design continuously.*

3. *Team working.*

4. *Working with Scrum.*

5. *Help you to have a better life.*

What we expect from you

- Attend lectures;

- Attend all project meetings;

- Do your activities well;

- Think about the project as yours.

- Cover your team;

- Try to gain experience to improve your future work;

- **Be active;**

Advice

■ Don't get behind.

■ Attend lectures: material is not all in textbook.

■ Do the activities on time.

Life strategy

- Try to manage your time efficiently.

- Don't be blinded by technology.

Enjoy your life as a software engineer, you create a software that someone need.

For the next

- **Form a group with three to four members.**

- Imagine your group as a company and select a name.

- Specify your project.

- Set common time for weekly meeting.

- Select a software to manage team working.

What we will talk about next...

■ Introduction to Agile and its principles.