Génie Logiciel Introduction

Sylvain Lobry

11/09/2023

Before we start…

https://www.wooclap.com/L3GL23

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 week: 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(exam, total grade)

Introduction

What is in the exam??

See "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