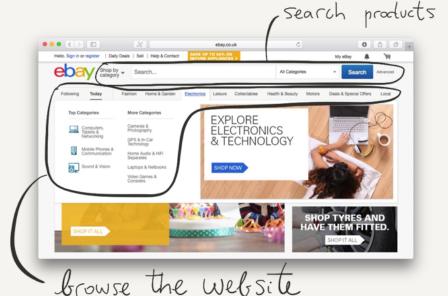
Software Engineering and System Development L1. Introduction

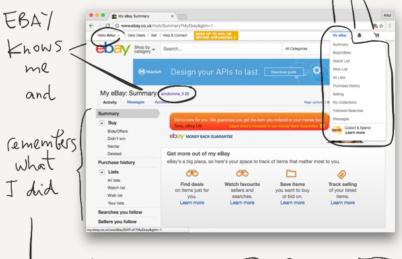
Dr Artur Boronat

Online shop



Online shop

functional features



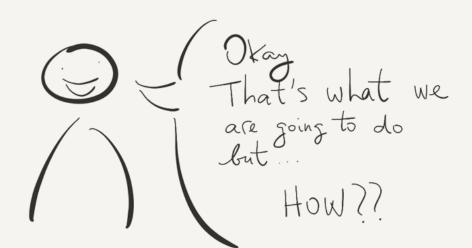
DATA

12

PERSISTED

Online shop

https://ma.ebay.co.uk/reg/ChangePwd Se ance Communication CHANGE YOUR PASSWORD Current password New password Show authentication Re-enter new password mechanism Submit Copyright © 1995-2016 eBay Inc. All Rights Reserved. User Agreement. Privacy, Cookies and AdChoice (C) SECURITY Norton



PEQUIRENENTS SPECIFICATION

FEATURE 1 | Scenarios:

LEATURE 2 | Learning |

LEATURE 3 | Learning |

LEATURE 4 | Learning |

LEATURE 5 | Leature 5 |

LEATURE 5



- (1) REQUIRENENTS SPECIFICATION
- 2) DESIGN AND DEVELOPMENT



Spring Security Lused at

- O REQUIRENENTS SPECIFICATION
- 2 DESIGN AND DEVELOPMENT
- 3 TESTING
 - Test-driven development
 - Behaviour-driven de velopment

- () REQUIRENENTS SPECIFICATION
- (2) DESIGN AND DEVELOPMENT
- (3) TESTING
- 4) Build
 - automater tasks in D. 2 and 3 - Gradle

SOFTWARE METHODOLOGY O REQUIRENEUTS SPECIFICATION

DESIGN AND DEVELOPMENT

TESTING

BUILD

15 THIS THE WATERFALL NODEL?

SOFTWARE METHODOLOGY ... actually think AGILE FEATURE 1 PRODUCT BACKLOG SPRINT 1 SPRINT N

MODILE CONTENTS

SPRINT 1: AGILE + GRADLE

SPRINT 2: SPRING MVC SPRINT 3: TDD + BDD

MODILE CONTENTS

SPRINT 1: AGILE + GRADLE SPRINT 2: SPRING MUC SPRINT 3: TDD + BDD SPRINT 4: SPRING DATA + SECURITY

DRGANISATION

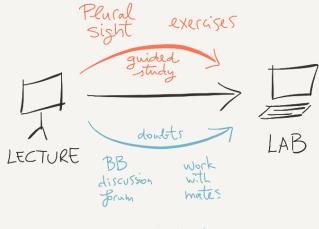
STAFF

Blackboard

SCHEDULE

Blackboard

BLENDED LEARNING



TA Help Desk hours

ASSESSMENT & FEEDBACK

Module structure

- Module structure
- Coursework outline: formative and assessed

Formative feedback:

- Solutions to exercises and lab sessions
- Blackboard discussion board
- Assessed coursework feedback

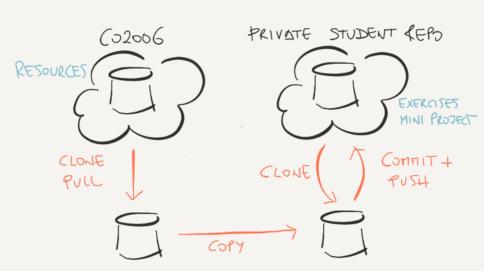
COMMUNICATION

- · Blackboard discussion forum
 - check whether your question is answered already
 - if no one knows the answer, open a thread in the discussion forum with:
 - a meaningful title
 - some context: explanation of the problem (for technical questions, you may want to use a GitHub gist, a git repository with code, etc) that is required to understand the question
 - a question
- Laboratory sessions
- GitHub

COMMUNICATION

FETCH FROM PUSH TO UPSTREAM UPSTREAM IDE

COMMUNICATION



MANAGEMENT

What's next?

- We are using Eclipse as IDE (integrated development environment), namely the Spring Tool Suite:
 - check the pre-requisites of the sprint if you need to revise how to use Eclipse
- Set up your working environment
- Form pairs for the lab sessions (optional)
- First lecture: tomorrow 3 Oct, 16:00, in KE LT2