

# Enterprise Software Development



# Enterprise Software Development

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# Introduction

- Research a topic
  - Enterprise
  - IT-Technologies
  - Frameworks
  - New Technologies

# Setup

- Goal: research a topic and give a workshop
- One "lesson" per week
  - Questions/help
  - Until 14th of October
- Two workshops per week
  - Starting the 11th of November
  - Maybe earlier, depending on the number of students

# Lessons

- During the lessons, the teachers will be available for help
- It is not mandatory to be present during the normal lessons
- It is mandatory to be present during the workshops!

# Workshop Structure

- In groups of 2 (maybe one group of 3 if uneven)
- Prepare/make/hold a workshop
- Flip the classroom, you will teach us (fellow students and teachers) the chosen subject
- You are (relatively) free on how to structure the workshop
  - Need to have assignments/examples to work on!
- All content should be on GitHub repository under sebivenlo organization (you will get a repository)
- Dependencies should be made available as Docker images (no installing of dependencies)
  - Exceptions are possible, ask Mr. Bonajo
- All sources should be cited!

# Workshop Structure examples

- Presentation + Quiz + Exercises
- Whiteboard + Exercises in Groups
- Etc.

# Grading

- Workshop!



# Workshop

- The workshop will be graded based on the Learning Goals by two lecturers (4-eye principle).
- In principle all students get the same grade
  - Exceptions are possible

# Workshop

- LG 1 ... investigate aspects of modern software and system architectures.
- LG 2 ... prepare and execute a workshop to introduce the technology to peers (flip the classroom with preparation of exercises).
- LG 3 ... show Professional Skills. This is assessed by lecturers and rated as “Sufficient” or “Insufficient”.

# LG 1 ... investigate aspects of modern software and system architectures.

- Proper research into the topic
  - Competing products
  - Pros/cons
  - What problem does it solve
  - Etc.
- Complexity of topic and depth of research
- Amount, quality of sources - references provided

## **LG 2 ... prepare and execute a workshop to introduce the technology to peers (flip the classroom with preparation of exercises).**

- The workshop environment and setup was supportive to learning
- The slides, handouts, information, use of media were satisfactory and effective
- The workshop material was accurate
- The workshop material was relevant and contributed to the workshop goals

- **LG 3 ... show Professional Skills. This is assessed by lecturers and rated as “Sufficient” or “Insufficient”.**
  - Activate participation during the course (contributions on GitHub)
  - Present during the workshops
  - Active participation during the workshops (questions, quizzes, assignment)

# Topics

- Should be interesting to us (students/teachers)
- Should be relevant (not old technology)
- Can be from all kinds of topics (examples on next slide)
- Must be approved by the lecturers!

# Example topics

- MuleSoft ESB
- Elasticsearch (+ Kibana)
- Kubernetes
- Ansible
- Infrastructure as code
- Serverless
- Dokku
- Message Oriented Middleware
- Vaadin Flow
- Z3 (logic solver)
- OptaPlanner (open source AI constraint solver)
- Metasploit (security exploit framework)

# What's next

- Form groups
- Think of three different topics
  - We try to give everyone their first choice, but it might not be possible
- Fill in the form: <https://forms.office.com/e/JbdiZw4Sww>
- Deadline next lesson