Software Engineering II 2017 - 02

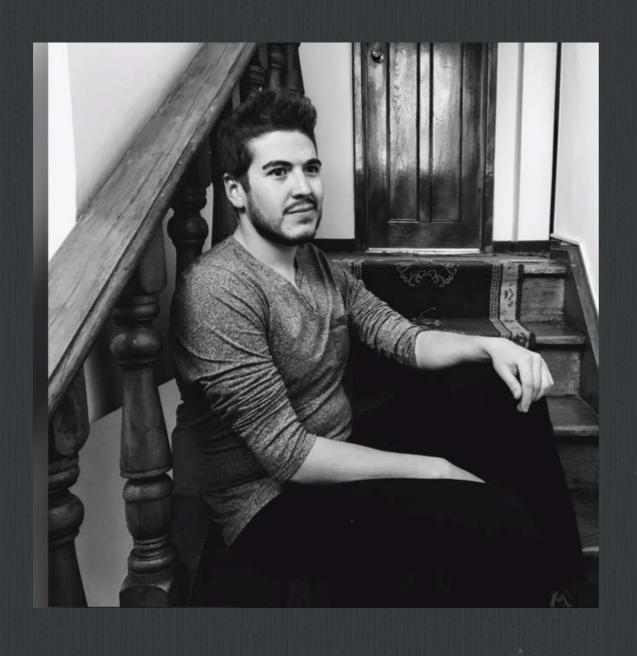
David Camilo Delgado Arias
Ingeniero de Sistemas y Computación
dcdelgadoa@unal.edu.co
Universidad Nacional de Colombia

Topics

- □ Course Overview
- □ Project Description
- ☐ Homework

Course Overview

Who am I?



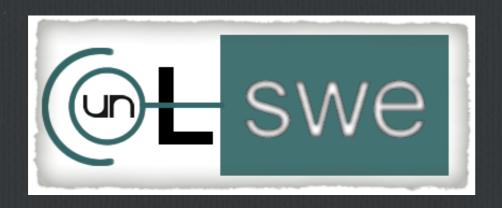
- ☐ Systems and Computing Engineer from UN
- Web and MobileDeveloper
- ☐ Excellent communication skills and leadership
- □ Entrepreneur

Experience

- ☐ Developer in the Web Group of the Faculty
- ☐ Teacher Assistant of SW2 for 3 semesters
- ☐ High School teacher from 8th to 11th Grade
- □ Java EE Developer and Server Admin
- □ Self Employed
 - □ Apps Development
 - ☐ Websites creation and maintenance
 - □ Artists strategy

About ColSWE

Colectivo de Investigación en Ingeniería de Software



- ☐ Software Lovers
- ☐ Software DevelopmentMethodologies (Especially Agile)
- ☐ Web and Apps DevelopmentFocus at the moment
- ☐ Software Testing and Quality
- ☐ Software Evolution and Maintenance

Software Engineering I Focus

- □ Requirements Engineering
- □ Software Design
- □ Software Diagrams
- ☐ Software Development Basics (IDE, Frameworks, etc)
- □ Methodologies (Classic and Agile)

Software Engineering II Focus

- ☐ Agile practices and methods
- □ Peopleware Teamwork and Project management
- ☐ Software Development using a Web Approach
- ☐ Modern Software Engineering concepts and tooling
- Design Patterns

Why this focus?

☐ Web and Mobile Development are essential for businesses today □ Soft Skills reinforcement □ Teamwork is everything ☐ It's not about the code language, it's about solving problems

Course Goals

Distinguish clearly between software processes based on classic models and agile methods. ☐ Identify the basic concepts related to Web development and the way Web 2.0 applications work on a real environment including common Cloud solutions. ☐ Remember and Reinforce the basic teamwork abilities and core values needed to work on Software Development in a real environment. ☐ Apply the main concepts of modern Software Engineering in practice by developing a real Web Application with nowadays industry technologies, using professional supporting tools and following a defined agile process model.

Way of Working

□ Lectures (Two per Week) □ Course Project - (Sprints and Presentations) ☐ Quizzes (Zero or More) □ Assignments □ Practices □ Bonuses

Grading

10% □ Presentations ☐ Quizzes / Assignments / Participation 30% □ Product (Main Project) 60% ☐ First project evaluation 15% Second project evaluation **15% Iterations** 30% **Bonuses!**

Course Resources



sw220172



is2unal@gmail.com - [SW2-XX]



https://sites.google.com/site/sw220172/

Project Overview

Brainstorming (Lean Startup Oriented)

- ☐ Think about a problem, involving a certain population in a determinate topic
- ☐ Think how to solve it manually and try do to a little simulation
- ☐ Think if a technology solution would help to implement the idea

UN Projects

- □ Provided by the Faculty
- ☐ Must be well documented (Specially in terms of code Comments, Message Commits, etc)
- ☐ Real product owner Stakeholders



Scrum



Web App



Deployment and Testing



Rules

- ☐ Five people teams
- ☐ The sprint's dates are fixed for all teams
- ☐ Each sprint has a grade
- Individual contributions to the project are going to be evaluated

Project Minimum Requirements

- 1. Basic Forms
- 2. Login (Devise one First and Then Social Networks One)
- 3. Background Jobs
- 4. Mailing

Project Minimum Requirements

- 5. File Uploader
- 6. Document Generation (PDFs only)
- 7. Google Maps
- 8. Charts Visualization

Teacher Assistants



David Julian Guzman Cardenas

djguzmanc@unal.edu.co

Estudiante Ingeniería de Sistemas y Computación

Universidad Nacional de Colombia

Laura Paola Cerón Martinez

Ipceronm@unal.edu.co

Estudiante Ingeniería de Sistemas y Computación

Universidad Nacional de Colombia



Homework - First Steps

- 1. Slack registration
- 2. Slack Profile Customization
- 3. Teams Creation
- 4. Teams Naming
- 5. First Brainstorming Session Minimum 2 consensus ideas