

Project Software Engineering

Dr. Vadim Zaytsev aka @grammarware
2015

PSE Course

- * the **project** and stuff around it
- * **agile** dev in teams
- * some **theory** to help
- * regular **demos**
- * tangible deliverables
- * no exam
- * grade: project + process + theory

PSE Project

- * work in teams of 8
- * agile methodology
- * regular demos
- * two rounds of audit
- * deliverables:
 - * the **app**
 - * project **website**
 - * (other software artefacts welcome)

PSE Project

- * come up with a topic

- * pitches @ ACE Venture Labs

- * more inspiration:

- <http://www.kpcb.com/internet-trends>

- * you have until tomorrow to finalise

PSE Demos

- * D1 (Tue): Pitch
- * D2 (Tue): MVP
- * D3 (Tue): Working demo
- * D4 (Mon): Dry run
- * D5 (Fri): Final demo

PSE Demos

- * D1 presents your project
- * MVP = Minimum Viable Product
- * D2–D5 correspond to “sprint reviews”
- * (details will be explained in L2)

PSE Lectures

- * L1 (Mon): Introduction to SE
- * L2 (Mon): Agile methodology
- * L3 (Thu): SE knowledge areas
- * L4 (Mon): Paradigms and patterns
- * L5 (Mon): (guest)
- * L6 (Mon): (topic of choice)

PSE Lectures

- * study lecture material **in advance**
- * email a question **before**
- * discuss **during** the “lecture”
- * tweet-mention **after** the lecture

How to get a 10?

How to get a 10

- * Project:
 - * interesting idea
 - * beyond trivial
 - * solves a real problem
 - * not done before
 - * time & effort investment
 - * impressive engineering
 - * convincing presentation
- * Team grade, unless reasons.

How to get a 10

- * Process:

- * internal (code) quality

- * (some) documentation

- * solid design

- * efficient collaboration

- * thorough testing/eval/validation

- * personal performance

- * Personal grade

- * assume little deviation within team

How to get a 10

- * Theory:

- * study the material

- * seek additional sources

- * connect the dots

- * come up with interesting questions

- * actively participate

- * Strictly personal grade.

Questions?