Preview of Software Engineering II

Arian Treffer
arian.treffer@hpi.de

Prof. Plattner, Dr. Uflacker
Enterprise Platform and Integration Concepts group
So, how was SWT 1?

- Methods of software engineering
  - Best practices
  - Processes: waterfall, agile
- Software projects
  - Experience with one process
  - <10 team members
Software Engineering 2 – Agile Development in Large Teams

Lecture
- Scaling Scrum to large teams
  - Guest lectures
- Agile methodology
  - Requirements management
  - BDD/TDD
- Agile in enterprise settings
  - Version control
  - Continuous Integration
  - DevOps

Software project
- One project for entire course
  - “Realistic” settings
- Tools
  - Issue tracking
  - Code Climate
- Open-source
  - Github
  - Heroku
  - ...

Introduction to SWT 2 – WS 2015/16
Previous Projects

- EPC Information System
- “Autobahn ERP”
- Customer Relationship Management
2012 - Massive Open Online Course System
2013 - HPI Job Portal
2014 - HPI Room Booking

Dashboard

Calendar

Export calendar

October 2015

My Events
- Softwaretechnik 2

My Tasks
- Softwaretechnik 2
  - Prepare Slides
But...

- Only works with enough participants
FAQ: Too much work?

- One fifth of week
- Overtime discouraged

I think the expenditure of time for the project was appropriate.

Workload:
- Lecture
- Exercise
- Project

2 weeks Xmas break

Semester
FAQ: Conflicts with other lectures?

- Some will enroll in dSchool...
- Lecture attendance recommended, but not required
- Find your own time slots for project
Testimonials

- “The only way to get this kind of practical experience” – Frank Blechschmidt
- “You learn all the important tools you’ll later need” – Malte Mues

Learning targets

- Agile methodology practiced
- First-hand experience with “large” software projects
  - Your own “war stories”
- Grow as a person

Questions?

arian.treffer@hpi.de
http://hpi.de/plattner