Introduction to SWT 2

Arian Treffer

Enterprise Platform and Integration Concepts

So, how was SWT 1?

- Overview of development processes
  - Agile
  - Waterfall
- Software projects
  - Experience with one process
  - <10 team members

Software Engineering 2 – Agile Development in Large Teams

Focus on one process: Scrum

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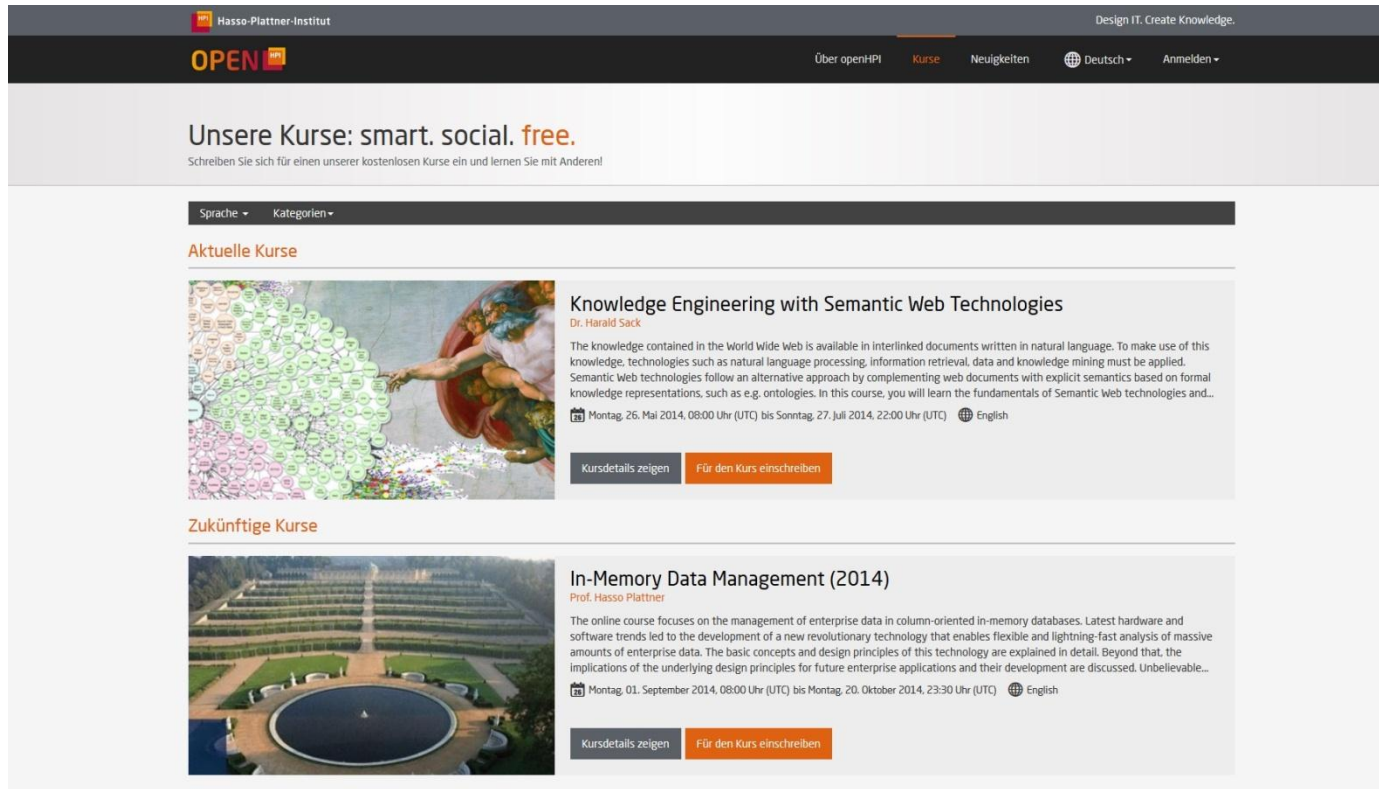 - Continuous Integration
  - DevOps

Software project

- One project for entire course
  - "Realistic" settings
- Tools
  - Issue tracking
  - Code Climate
- Open-source
  - Github
  - Heroku
  - …

Previous Projects

- 2008
  - EPC Information System
- 2009
  - "Autobahn ERP"
- 2010/2011
  - Customer Relationship Management
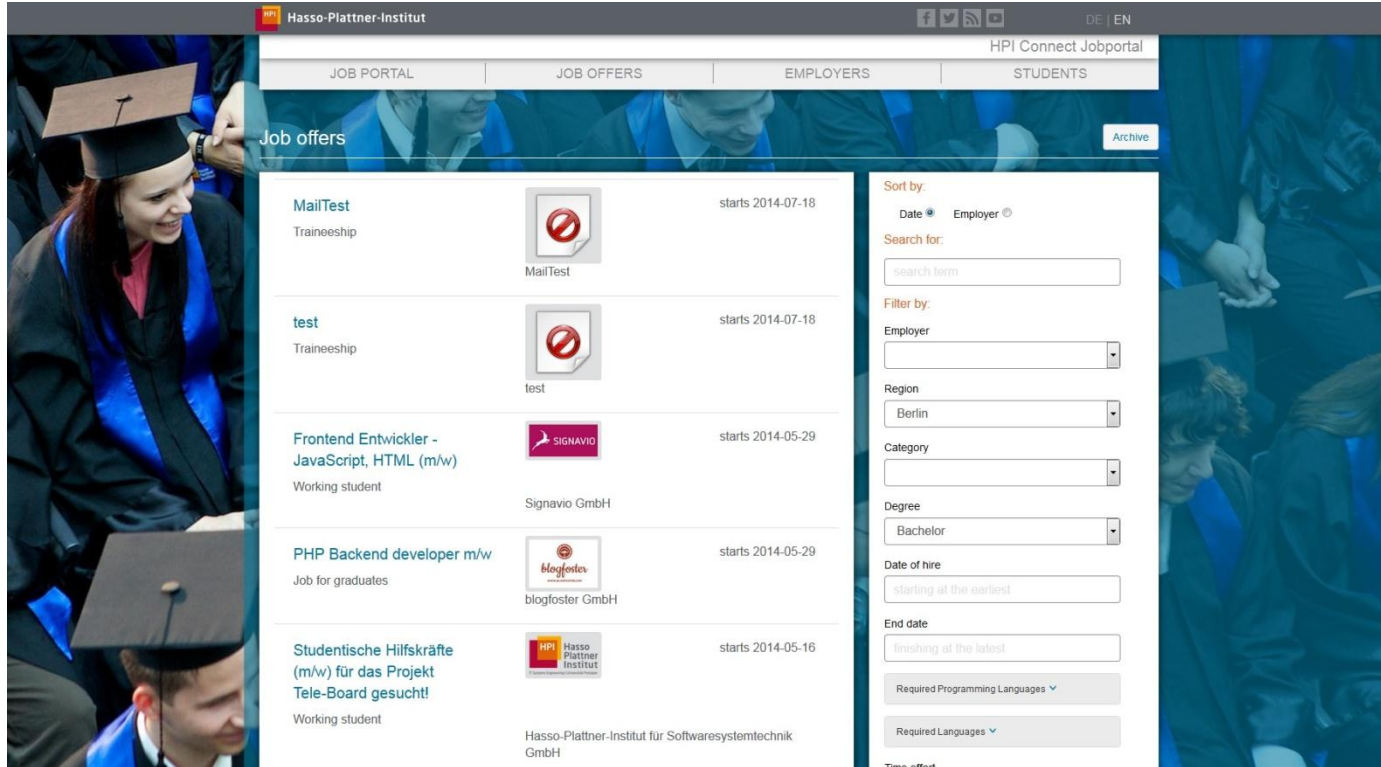
BORING

2012 – Massive Open Online Course System

2013 – HPI Job Portal

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But…

■ Only works with enough participants

Course	Type	Lecturer	Average Grade	Median Grade
Software Technology II	Vorlesung	Dr. Matthias Uflacker	1.3	1.0

EvaP — My courses   Results ▾

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WE WANT YOU!

FAQ: Too much work?

- One fifth of week
- Overtime discouraged

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

1.3

Workload / Lecture / Exercise / Project / Semester

FAQ: Conflicts with other lectures?

- Some will enroll in dSchool…

- Lecture attendance recommended, but not required

- Find your own time slots for project

Conclusion

- 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
  - □ "Best lecture in curriculum" – Anonymous
- Learning targets
  - □ Agile methodology practiced
  - □ First-hand experience with "large" software projects
    - – Your own "war stories"
  - □ Grow as a person

→ http://epic.hpi.uni-potsdam.de