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

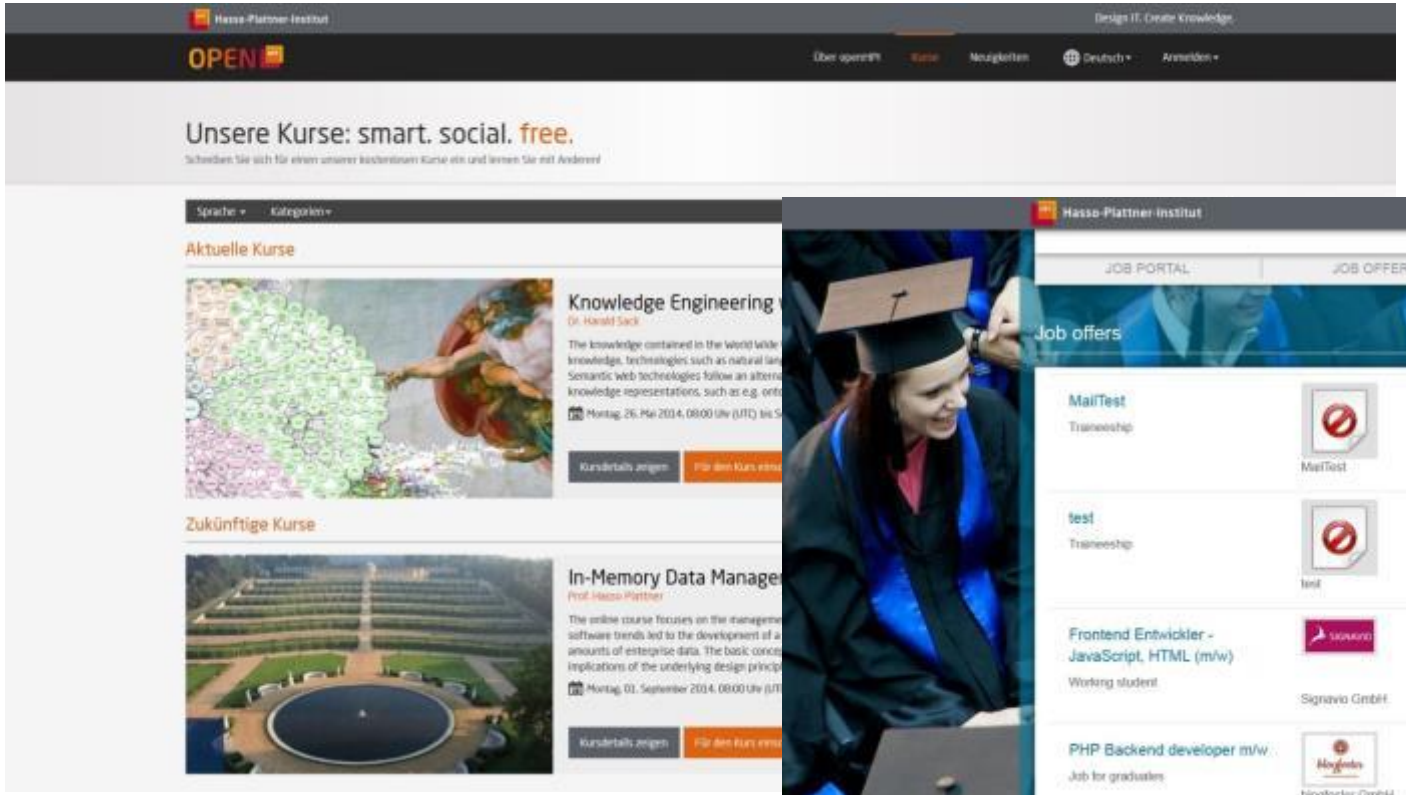
Software project

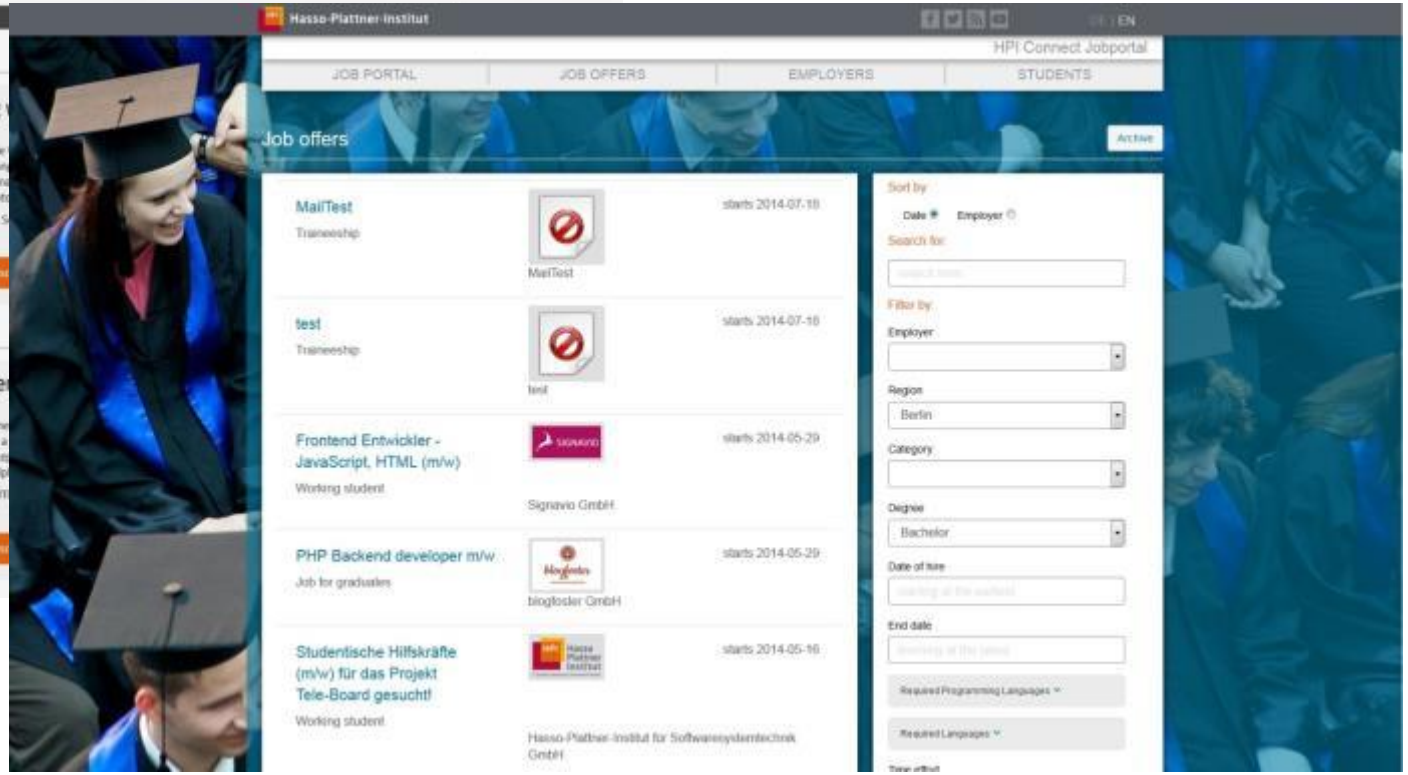
- One project for entire course
  - “Realistic” settings
- Tools
  - Issue tracking
  - Code Climate
- Open-source
  - Github
  - Heroku
  - …

Previous Projects

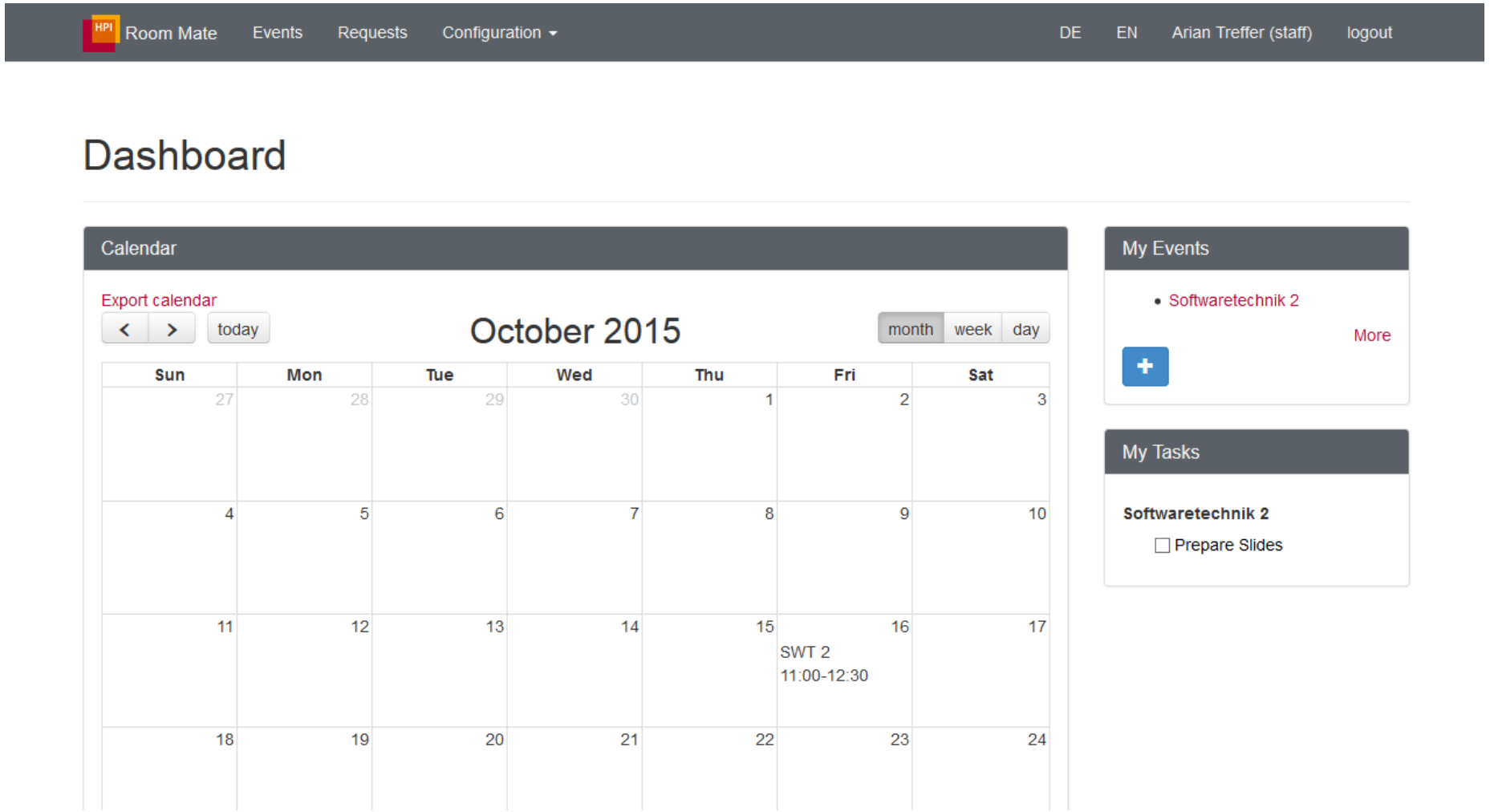
- EPC Information System
- “Autobahn ERP”
- Customer Relationship Management

2012 – Massive Open Online Course System
2013 – HPI Job Portal





2014 – HPI Room Booking



2015

But…

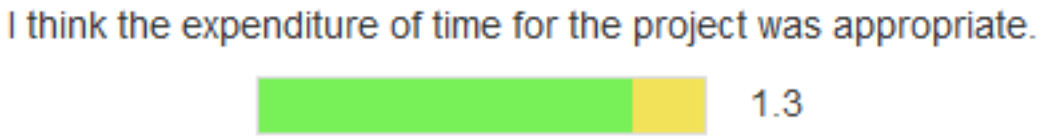
- Only works with enough participants

EvaP | My courses | Results

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

FAQ: Too much work?

- One fifth of week
- Overtime discouraged



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
- 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