

Project

Grundlagen des Software Engineering Fundamentals of Software Engineering

Prof. Dr. Dr. h. c. Dieter Rombach

SS 2017



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- Goal
- Project
- Applied Techniques
- Infrastructure

- Apply engineering methods and techniques for the **systematic development** of software-intensive systems



Requirements
Engineering



Architectural design



Component
Engineering



Testing

- Apply engineering methods and techniques for the **systematic development** of software-intensive systems



Requirements
Engineering &
Interaction Design



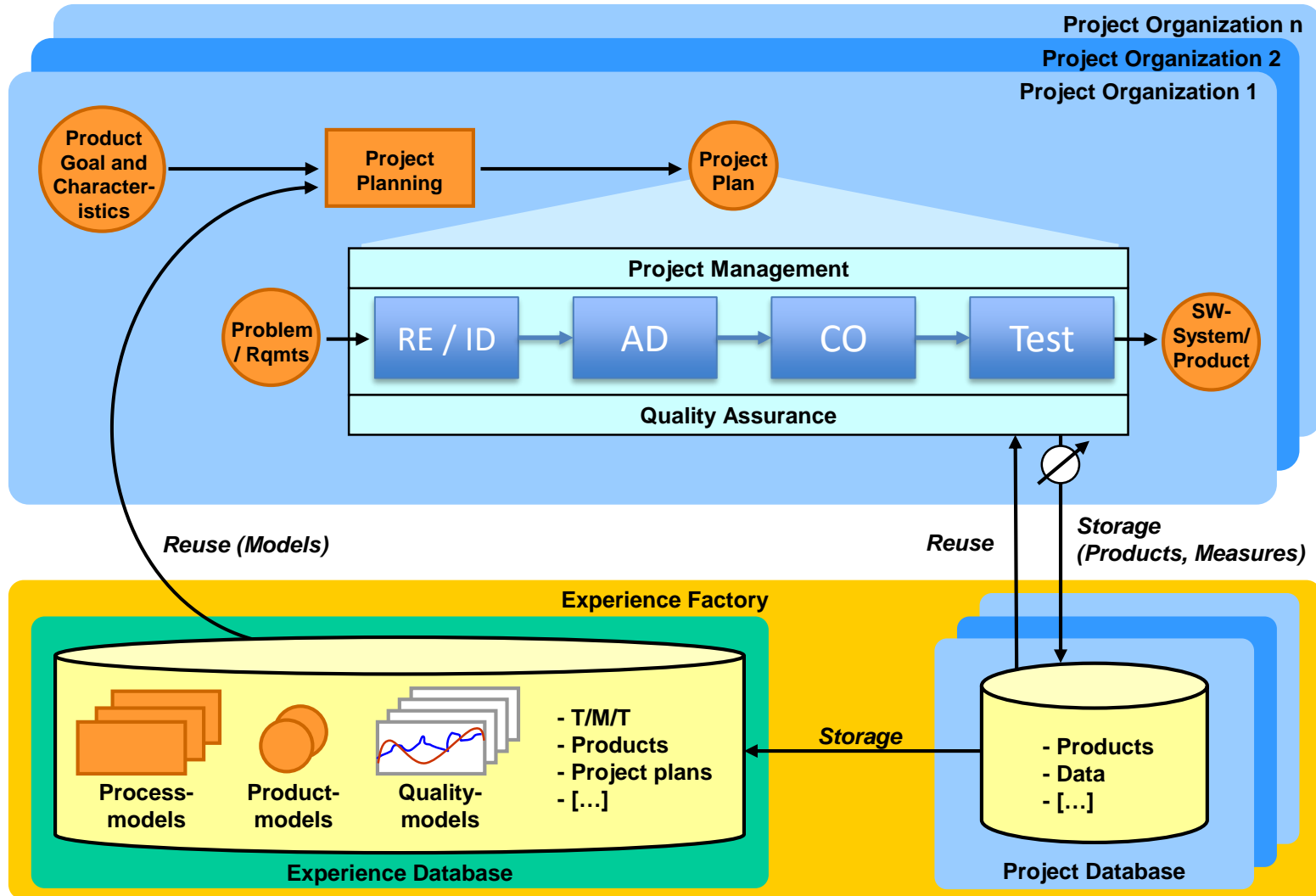
Architectural design

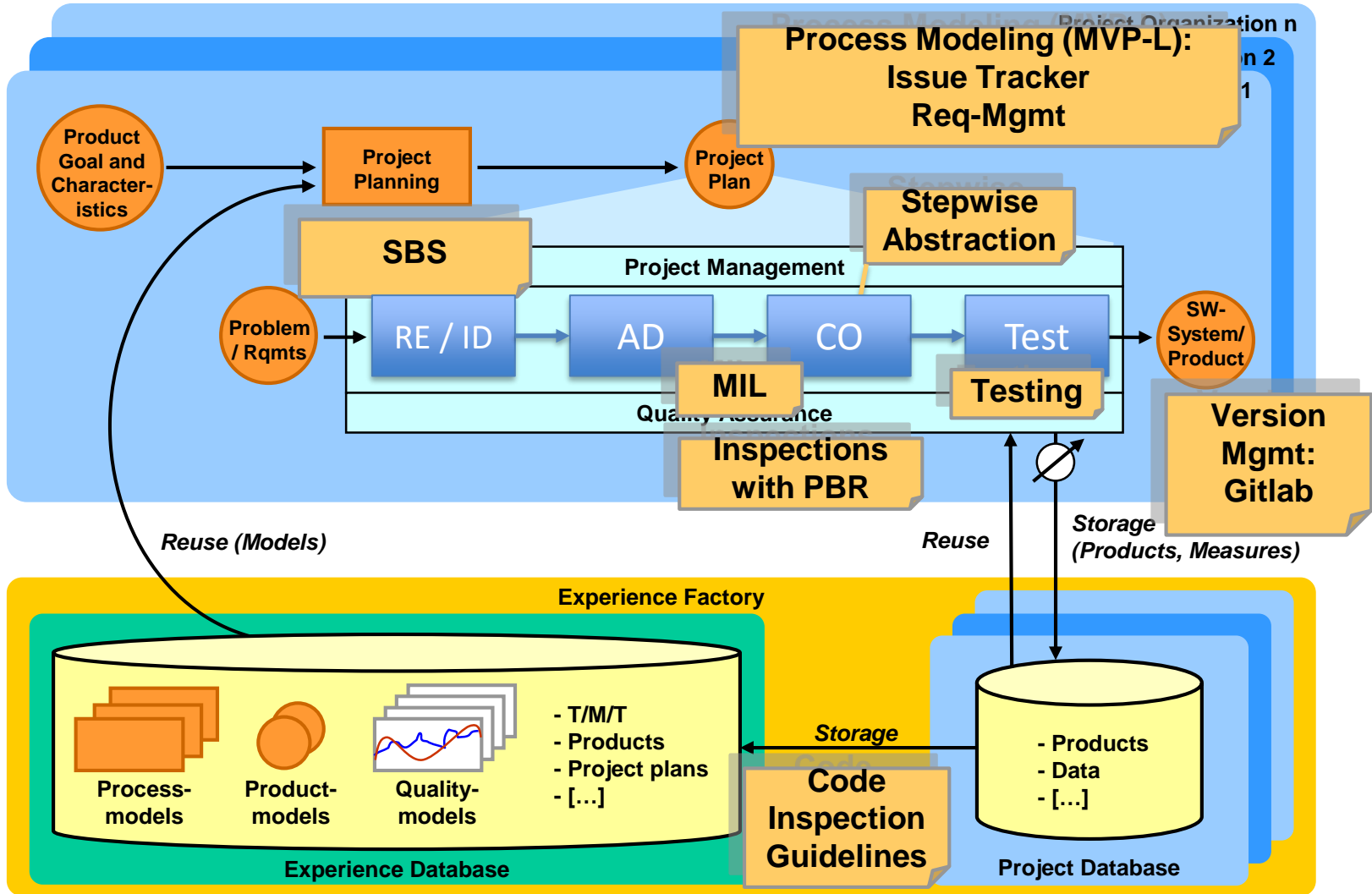


Component
Engineering



Testing





RE: Requirements Engineering
 ID: Interaction Design
 AD: Architecture Design
 CO: Coding

Tbd	Anne Hess	Sebastian Müller	Malte Brunnlieb	Christian Wolschke
New feature requests	Requirements Engineering	Entries in Wiki for test reports Test cases Code review reports	Issue tracker Git commits Traceability	Architecture Implementation

- **Project environment is provided**
 - Technical support: Christian Wolschke, Thomas Schneider
 - Gitlab admin: Christian Kammler



Thomas Schneider
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- **Kick-off Meeting**
- **4 Iterations: Detailed iteration plan**
 - Everyone should get experience in all activities (RE, Design, Code, Test)
 - Iteration 1-3 end with testate
- **Final Presentation**
 - with Prof. Rombach
 - Date: t.b.d.

- You will work in teams – Assignment based on sheet
- You will only be able to finish your tasks if you continuously work on them
 - 8 ECTS Points -> 240 hours, 13 weeks -> ~ 18,5 hours/week

- **Sign participation declaration**
 - you agree your result to be public and reusable

- **Get access to our lab**
 - Physical keys

- **Get access to**
 - PCs in lab

- **Start to work**
 - Make appointment for Vissim introduction
 - Get invitation to customer workshop