



Software Engineering and Project Management

ADVANCED COURSE (5hp) Periods 1 & 3

Davide Vega D'Aurelio davide.vega@it.uu.se



How to deal with large projects?

• SEPM is about to create the Death Star Star Killer





Course Goals

EB

• How to build "good" software

Death Star I

Schematic Views Sheet 2 of 8 Technical Readout TS-ISN/ZOO1HC (CLASSIFIED) Laser Tower (148) -Fuel Storage Tank (9) Diameter: 67.375 km Typical Firing Gross Weight: 19.047 billion tons Access Well -Radius -(12)Antenna Dish Diameter: 21.983 km Equatorial Trench Height: 805 m Polar Trench Width: 402.5 m Armour Plating: (Outer Skin) 6.10 m Void 0 (Inner Skin) 3.05 m Area Maximum Acceleration: 0.0001 grav Fuel Capacity: 61,425 cubic km **Crew Complement:** 31,622,963 Number of Antimatter Engines: 68-0 Number of Hyperdrive Engines: 1 Engineering Bay Reactor Core Hangar Complement: 6 Star Destroyers (C-15) Battleships (C-12) -+ 10 0 0 Heavy Cruisers (C-10) 39 17 Light Cruisers (C-8) 0 0 Fighter Tenders (C-Ei/6) 81 Troop Transports (C+4) 190 Scouts (C-3) -+ 1,384 Corvettes (C-2) 714 Tanker Drones (C-11 509 Shuttlecraft (S-7) 982 T.I.E. Fighters + 1,831 INTERIOR - T.I.E. Assault Craft -2,904 00 WEAPONS CROSS SECTION _ T.I.E. Boarding Craft 806 INSTALLATION

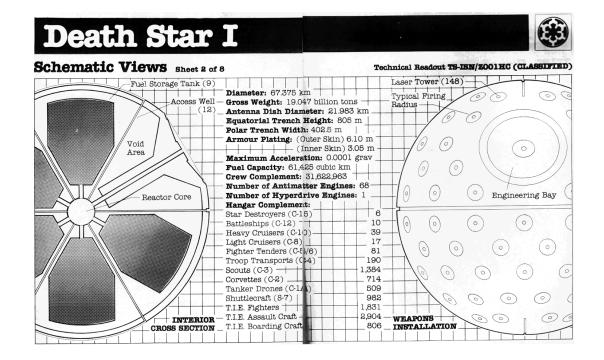




Course Goals

• How to build "good" software

- Requirements definition and specification





Course Goals

• How to build "good" software

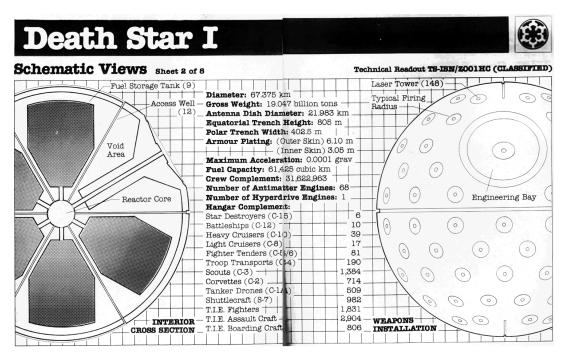
- Requirements definition and specification
- Design methods

Death Star	Ι	
Schematic Views Sheet 2 of	8 T	echnical Readout TS-ISN/ZOO1HC (CLASSIFIED)
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CROSS SECTION	_ T.I.E. Boarding Craft 806	3_INSTALLATION



Course Goals

- How to build "good" software
 - Requirements definition and specification
 - Design methods
 - Validation and verification (QA)







Course Goals

How to plan without planning







How to plan without planning

– Maintenance and reusability





UNIVERSITET

Course Goals

How to plan without planning

- Maintenance and reusability
- Project planning and agile



Course Structure

- Theory (2hp)
 - Interactive lectures and online exercises
- Large project in groups of ~12 students (3hp)
 - You will design/plan/develop a small game component
 - ... then, integrate with the rest of the class.
 - high programming skills not required
 - groupwork and weekly meetings are required



Grading

Theory (2hp, U/G)

- Written exam (U/G)
 - U/G (21/40 points) 3 hours
- Project (3hp, 3/4/5)
 - Evaluated during the course based on
 - Quality documentation/code
 - Project execution
 - Final seminar







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You can always write me at:

davide.vega@it.uu.se