

BLOCK NAME	SOFTWARE ENGINEERING II
BLOCK CODE	CS-L4B2
COURSE	2
LEVEL	4
CREDITS	5
CLASS HOURS	50
HOMEWORK	75
TOTAL HOURS	125

DESCRIPTION

This block introduces the latest tendencies and methodologies regarding software engineering. Students are separated into groups, and each group thinks of a project (which must be different to the previous Software Engineering I block project). Then, each group will follow the latest trends in software engineering (Lean and Agile methodologies, Kanban method and Scrum methodology) to develop such project. At the same time, students will be acting as potential customers for the projects they don't belong to.

PRE-REQUISITES

Basic programming skills are needed.
CS-L1B1

OBJECTIVES

The goal is for students to be familiar with the peculiarities of main life cycle phases that occur after requirement specifications.

SKILLS TO BE DEVELOPED

- 1 - Lean Startup methodology.**
 - 1.1 - Understand the principles of Lean Startup methodology.
 - 1.2 - Be able to make a good use of Lean Startup methodology to create the right thing.
- 2 - Agile Software Development methodology.**
 - 2.1 - Understand the principles of Agile methodology.
 - 2.2 - Be able to make a good use of Agile methodology to create the thing right.
- 3 - Kanban.**
 - 3.1 - Understand the Kanban method.
 - 3.2 - Be able to make good use of the Kanban method while performing a development.
- 4 - Scrum.**
 - 4.1 - Understand the Scrum methodology.
 - 4.2 - Be able to make a good use of the Scrum methodology while performing a development.
- 5 - Global lessons.**
 - 5.1 - Understand how Lean and Agile methodologies are related and how they differ.

SYLLABUS

- 1 - Lean Startup methodology.
- 2 - Agile Software Development methodology.
- 3 - Kanban.
- 4 - Scrum.

METHODOLOGY

Resolution of practical activities supervised by the mentor. Compulsory attendance.

DEDICATION AND EVALUATION

The student must pass the mandatory activities (challenges/projects) that are covered in the block.

Each challenge/project produces its own score and has been designed to cover certain block percentages.

Such score is 80% objective (the program that solves the challenge/project works without errors and producing the expected results) and 20% subjective (solution elegance, how clean the code is, documentation).

Block scores are finally calculated by prorating individual activities with respect to their block coverage percentages.