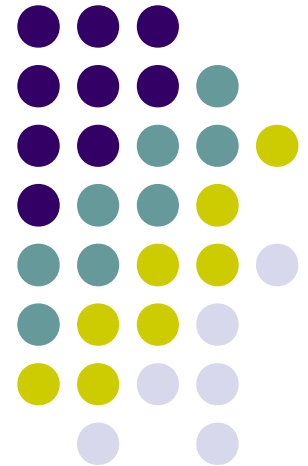


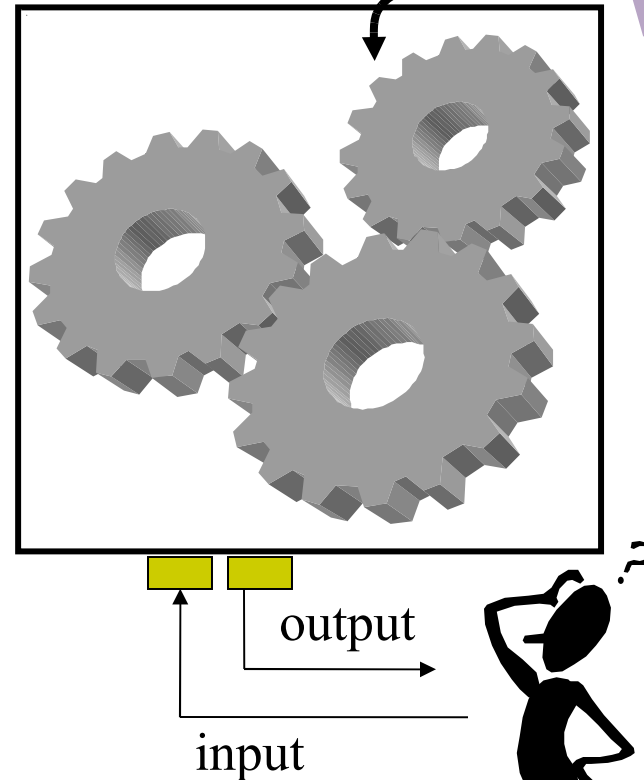
Travaux d'Etudes et Recherche: Genie Logiciel

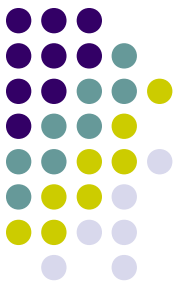
**Apprendre un processus
de développement
par exemple**



What is Software Engineering about?

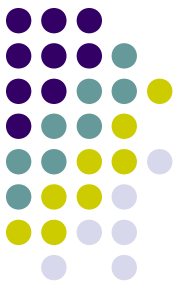
- Development in the large
- Development in teams
- Development following a process model with Analysis, Design, Coding, Test, and Doc.
- Quite different from programming-in-the-small





Applying Theories and Tools

- Principle: Working in small teams by 3 (exceptionally 4 people)
- 2 Groups, one subject each.
In the past:
 - A car navigation system (demonstrator)
 - A conference management web service
 - A room reservation web service
 - A Mediathèque management
 - ??? ... A Option Scheduler ???



Formal Conditions

- Webpage(s):

www.lri.fr/~wolff/teach-material/2015-16/L3-PROJ-GL/index.html

- Control Continue: 3 intermediate reports 40 %
„Exam“ : Soutenance (Product Presentation) 60 %
- Teachers for one group each:
Burkhart Wolff, Hai NGuyen Van
- Anglais intégré : If you wish, you can make all texts
and even the soutenance in english.