

ISSSR 2017- 2018

9 Credits

Software Systems Engineering & Networked Services Engineering

00. Introduction to the course

THE 2016-2017 TEACHING EXPERIMENT

Project

Theory

Why?

- Goal

Past ISSSR's students evaluated high the quality but quite high also the involved effort (rate Hours of work due/Num. of credits obtained). Consequently, the optional weekly lab. meeting, which was run in the last academic years, is cancelled.

CONTENTS

Project	Theory
Capstone	Sw. Process
Technologies	Reqs. Mgt. , Sw. Design & Construction
Development	Measurements
Integration	Goal-driven Org. Mgt.
	Evidence-based Knowledge Development

CONTENTS AND RELATIVE DURATIONS 2017-2018

AREA	Sub-AREA	Lessons
EXPERIMENTAL SOFTWARE ENGINEERING		6
ORGANIZATIONS & SOFTWARE ORGANIZATIONS MANAGEMENT FOR QUALITY		4
SOFTWARE CONSTRUCTION		12
SOFTWARE DESIGN		1
SOFTWARE DESIGN	BACK-END	5
SOFTWARE DESIGN	FRONT-END	2
SOFTWARE DESIGN	SERVICE ORIENTATION	1
SOFTWARE MAINTENANCE		1
SOFTWARE MEASUREMENTS		8
SOFTWARE PROCESS		3
SOFTWARE PROCESS MANAGEMENT		1
SOFTWARE REQUIREMENTS FOR MAINTENANCE & DEVELOPMENT		2
		46

STRUCTURE - OUTLINE

There are three common tracks planned, plus some capstone project alternative tracks:

1. C Conceptual track
2. PMM Sw. Eng. Models and Sw. Project Mgt. track
3. D Design track, both Back-end and Front-end
4. CP Capstone (Project) tracks (some alternatives)
5. T Technological track
6. R Reuse track
7. DIT Development & Integration & Test Track

STRUCTURE (1/6)

C, Conceptual track

- **Software Metrics:** Theory and practice of the Measurement in Software Engineering.
- **Goal Question Metrics + Strategies**
 - Describes the approach in a nutshell focusing on the *basic model* that is created and the *process* of how to create and make use of this model.
- **Experimental Software Engineering:** describes the concept related to (evidence-based) science development in the domain of software engineering, and a related process model, its phases, and recommended steps.

STRUCTURE (2/6)

PPM, Process & Project Management (1 CFU)

- Agile
- Sw. Eng. Essence
- Requirements management
- Stories & Use-case Modeling
- Project Mgt.: Use-case based Iterative Process.

STRUCTURE (3/6)

CP, Capstone (Projects) track

Two Balanced (eventually Randomly assigned) Options:

- **Goal-driven Quantitative-based Organization Strategies Alignment for Improvement**
- **Applying GQM + Strategies to Data & ICT Resources Analysis for IS Diagnosis & Alarm Notification, and Improvement of Critical-states Detection Capability and Crisis Avoidance.**

STRUCTURE (4/6)

T, Technological Track

- The question to answer here is what technology we could/should use for the two projects, and what for their front-end and back-end, respectively. Additionally, some technologies will be provided to support development, including working in group, information storing, and the execution of an Agile approach to sw. development.

STRUCTURE (5/6)

R, Reuse track.

- What artifacts we can reuse for free. In particular:
 - For the *Data & ICT Resources Analysis for IS Diagnosis & Alarm Notification, and Improvement of Critical-states Detection Capability and Crisis Avoidance*, project: artifacts collected from the net;
 - For the *Goal-driven Quantitative-based Organization Strategies Alignment for Improvement* project: artifacts as developed by students of the past ISSSR courses.
Question: why those artifacts did not work in full, what we plan to do.

STRUCTURE (6/6)

DIT, Development & Integration & Test track.

- We put all together, extend the requirements, develop the extensions, and integrate the parts of, the specific project.

PROJECT

- The goal
- The team
- Range of the admitted results
- How we evaluate the development

SUPPORTING MATERIALS & TOOLS FOR BOTH PROJECTS

- Service providing platforms & infrastructures (free usage for UoRomaTorVergata ISSSR students)
- Requirements Engineering and Software Architecture Development supporting tools (free usage for UoRomaTorVergata ISSSR students)
- Seminars concerning their usage

SUPPORTING MATERIALS & TOOLS FOR THE PROJECT *Goal-driven Quantitative-based Organization Strategies Alignment for Improvement*

- Books on:
 - GQM+Strategies®
- Related slides
- Open source software development and documentation tools.

Metriche del software. Esperienze e ricerche

**Autori e
curatori**

Gufpi-Isma

Contributi

Massimiliano Argioli, Anna Battistata, Luigi Buglione, Danilo Caivano, Giuseppe Calavaro, Gerardo Canfora, Giovanni Cantone, Sandro Capocci, Anna Cavallo, Luigi Cerulo, Massimiliano Conte, Giovanni Denaro, Paolo Donzelli, Raffaele Esposito, Stefano Fabrizi, Loredana Frallicciardi, Claudio Grande, Nicola Iacovelli, Salvatore Iovieno, Luigi Lavazza, Monica Lelli, Stefania Lombardi, Nicoletta Lucchetti, Margherita Martellucci, Roberto Meli, Guido Moretto, Domenico Natale, Davide Pace, Gianfranco Pesce, Mauro Pezzè, Gianluigi Raiss, Luca Santillo, Giuseppe Santucci, Habib Sedehi, Francesco M. Stilo, Maria Tortorella, Luigi Troiano, Giuseppe Visaggio

Collana

Informatica & organizzazioni

Argomenti

Information Technology: testi introduttivi - Sistemi, linguaggi, programmazione

Livello

Testi per professional

Dati

pp. 512, 1ª edizione 2006 (Codice editore 724.36)

FrancoAngeli



Tipologia: Edizione a stampa

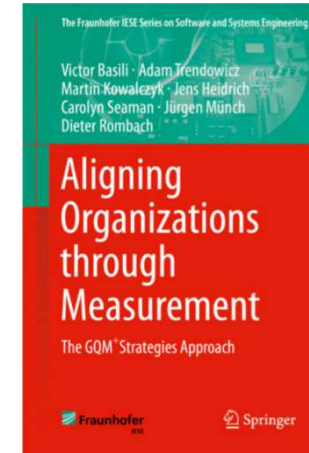
Codice ISBN: 9788846471390

Prezzo: € 45,00

Disponibilità: Discreta

Presente presso la
Biblioteca
dell'Informazione

The book on



Aligning Organizations Through Measurements. The Goal Question Metric + Strategies Approach

Book authored by Victor Basili, Adam Trendowicz,
Martin Kowalczyk, Jens Heidrich, Carolyn Seaman,
Jurghen Munch, and Dieter Rombach.

Fraunhofer IESE Series on Software and Systems Engineering

29.02.2016

https://www.researchgate.net/publication/258568262_Aligning_Organizations_Through_Measurement_The_GQMStrategies_Approach

The book on

Experimentation in Software Engineering: An Introduction.



Book authored by [Claes Wohlin](#), [Per Runeson](#), [Martin Höst](#), [Björn Regnell](#), [Anders Wesslén](#)

Springer

INSTRUCTOR & INVITES SPEAKERS

- Giovanni Cantone, Full Professor
- Manuel Mastrofini, Sw. designer
- Giuseppe Calavaro, IBM

- L. Buglione, Engineering SpA & University of Toronto: Function Points and non-Functional Measurements.
- S. Corrieri, Whitehall Reply SpA: Using Angular for front-end development in service oriented applications.
- L. Fanelli, Reply SpA: Connecting Heterogeneous Sw. Subsystems by an Enterprise Service Bus.
- Others TBD

LESSONS & LAB

LESSONS

- Monday, from 16:30 – 17.00, room C2 or Lab. Info
- Tuesday, from 16:30 – 17.00, room B1
- Wednesday, from 11.30 – 13.00, room C3

SEMINARS

- Monday, from 16:00 – 19.00, room C2 or Lab. Info.

OPEN LAB & TUTORAGE

- Wednesday, from 16.00 – 19.00, Lab. Info.

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PREREQUISITES

- Fundamentals of:
 - Software engineering.
 - OO Software Analysis and Design.
 - Laptop & Web Application Design.
 - OO Programming.
 - Concurrent Programming.
 - Internet & Web Engineering.
 - Data-bases.
- Design Patterns.
- Elements of Software Process.
- Elements of Requirements Engineering.
- Elements of Verification & Validation, and Testing.

COURSE LIST

- You may want to register to issr@lists.uniroma2.it to receive info by e-mail from the instructors. Include your given name, family name and the last available university matriculation code. Anonymous registrations will be removed.
- The registration deadline is March 31st of this Academic Year.

COURSE OFFICIAL REGISTRATION

- In order to access to registrations for exams of the academic year 2017-2018, an official pre-registration to the ISSSR course, 2017-2018 issue, is indicated through <http://delphi.uniroma2.it/totem/jsp/homeStudenti.jsp>.