Goal of the course

Enabling you to master techniques for building and enhancing successful software systems of large size and industrial quality

This includes in particular:

- The move from programming to software engineering
- Principles of software engineering and in particular software quality
- Object technology principles and methods; the practice of object-oriented analysis, design and implementation
- Design patterns
- Principles of building reusable software
- An introduction to formal reasoning about software
- Some recent developments
Some topics

- Quality issues
- The software lifecycle, software project management
- Validation and verification
- Software metrics
- Abstract Data Types
- Inheritance techniques
- Other O-O techniques: genericity, persistence, event-driven programming
- Design patterns
- O-O language mechanisms
- Hoare semantics
Teaching staff
Exercise sessions (Übungsgruppen) are available in German and English (or if there are enough requests, French)

Languages spoken by assistants: German (several varieties), English, French, some Italian
Exercise sessions

- All groups have one session a week:
  - Tuesday, 14:00 – 15:00

- Registration in a few moments
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- Room:
  - HG G 26.3
Practical information
Course material

- Course page:  
  http://se.inf.ethz.ch/teaching/ss2005/0050/
  → Check it at least twice a week

- Lecture material:
  - Lecture slides
  - Textbook:
    *Object-Oriented Software Construction, 2nd edition*  -- Prentice Hall, 1997
    Available from Polybuchhandlung

- Exercise material:
  - Exercise sheets
  - Master solutions
Exercise sessions

- Registration starting Thursday 31\textsuperscript{st} March:
  - https://www.prs.ethz.ch

- Choose your session according to preferred language, schedule constraints, and availability
Electronic forums

Discussion forums:
- Inforum:  
  http://forum.vis.ethz.ch

- Mailing list for each group

Advice and rules:
- Use the forums and mailing lists! Take advantage of every help you can get.
- Don’t be shy. There are no stupid questions.
- Criticism welcome, but always be polite to every participant and observe the etiquette.

To email the whole teaching team (professor and assistants):

  soft-arch-assi@se.inf.ethz.ch
Exercise sessions and project

- Make sure to attend all sessions

- Exercise sheets will be distributed by your assistant during the exercise session

- Do all exercises (you’ll need them, see “Testat”)
Exercises, “Testat” regulations (tentative)

- “Testat”: Needed for admittance to the exam.
- Exercises:
  - 6 project milestone exercises
  - Project documentation
  - Project presentation
- To get the “Testat” you need to have done at least:
  - 5 project milestone exercises
  - Project documentation
  - Project presentation
  - Must show serious effort to address the questions
  - Must have filled out questionnaire
- Military services or illness ⇒ contact your assistant.
Programming environment


- Free version available for Windows, Linux and MacOS
Exam: end of semester

- July 4th 2005
- 2h exam
- No material allowed
The project

- Integral part of the course
- Goal will be a video game, using ESDL
- Public presentation in June!
End lecture 1