



Agent and Object Technology Lab
Dipartimento di Ingegneria dell'Informazione
Università degli Studi di Parma



Advanced Software Engineering

Introduction

Prof. Agostino Poggi

◆ Theory

- Software Development Process
- Object-Oriented Software Development
 - UML
 - Requirements Engineering
 - Software Design
 - Implementation and Maintenance

◆ Practice

- Development of a completely documented software application

- ♦ Jim Arlow, Ila Neustadt. UML 2 e Unified Process: Analisi e progettazione Object-Oriented, 2/ed, Mc Graw Hill, 2007.
- ♦ Ian Sommerville. Ingegneria del software, 8/ed, Pearson Education, 2007.

- ◆ My Home Page: <http://www.ce.unipr.it/people/poggi>
- ◆ JAVA: <http://java.sun.com>
- ◆ IBM: <http://www.ibm.org>
- ◆ OMG: <http://www.omg.org>
- ◆ Eclipse: <http://www.eclipse.org>

- ◆ Three components:
 - A theory test after the teaching period
 - A software project
 - Lab lessons and project meetings frequency

- ◆ Software project may be continued:
 - Computer Engineering Lab course

- ◆ Office:

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