



UNIVERSITÀ  
DEGLI STUDI DI MILANO-BICOCCA

## SYLLABUS DEL CORSO

### Ingegneria del Software

2425-3-E3101Q119

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#### Aims

Acquire more advanced knowledge of software development than that acquired during the II year course of software analysis and design. Know and apply architectural patterns during software development. Identify and remove code violations through the use and support provided by some tools such as SonarQube and SonarCloud. Introduction to DevOps and Continuous Integration.

#### Contents

Principles, techniques and tools for software development. Architectural patterns and examples of their application in software development. Best practices in Java. Code quality evaluation through SonarQube. Examples of software projects and discussion on the issues addressed during the course

#### Detailed program

- 1 Presentation of the course. Objectives and contents.  
Software Engineering: Introduction to Model-Driven Software Engineering, Component-Based Software Engineering, Service-Oriented Software Engineering, Distributed Software Engineering.
- 2 Application of design patterns in software development. Modeling a persistence framework with design patterns.
- 3 Software architectures. Software architecture design. Architectural patterns for enterprise applications. Package, component and deployment diagrams.
- 4 Best Practices in Java. Reflexivity in Java.
- 5 Self-managed and self-adaptive systems: fundamental concepts, application domains, and case studies. Model-driven engineering.
- 6 Service-oriented software engineering: fundamental concepts. Migration to microservices.

- 7 Software Quality Assessment. Software evaluation metrics. Design principles of Martin.
- 8 . Identification and removal of code violations through SonarQube (Lab).
9. Use of Git and GitHub, team cooperation during the development of a project (Lab).
10. Software project management: basic concepts. Project planning: Gantt charts. Risk management, quality management.
- 11 . Use of Sonercloud (Lab)
12. Use of the Undersand tool.
13. Introduction to DevOps and Continuous Integration: using Github Actions

## **Prerequisites**

Object-oriented analysis and design.

Programming in Java.

## **Teaching form**

Lessons in presence and in Italian language.

Lessons with slides in Italian or in English.

6 lessons of 2 hours in presence

10 lessons of 2 hours in presence with students interactions

10 activities of 2 hours with exercises and students interactions.

8 laboratory activities of 3 hours in presence with students interactions

## **Textbook and teaching resource**

Sommerville, Ingegneria del Software, Pearson, 8° ed, 2007.

C. Larman, Applicare UML e i Pattern – analisi e progettazione orientata agli oggetti, Pearson, 3° ed, 2005.

Most of the material to prepare the exam will be available on line.

## **Semester**

I semester

## **Assessment method**

Development of a complete project in a group of 3-4 students though also the exploitation of different tools SonarQube, Understand. Evaluation in the range 0-22.

Oral examination. Evaluation in the range 0-5.

Lab activity evaluation. Evaluation in the range 0-4.

Task assigned to each student during lessons. Evaluation in the range 0-2.

## **Office hours**

By appointment through email

## **Sustainable Development Goals**

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