Software Methodologies and Architectures
Teacher

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- **Meets students**
  - Monday 15-17
Training Goals

- To present the software development models and the concepts of project management
- To present some examples of methodologies
- To present the architectural pattern
- To present the principles of software testing
Program

- Models and methodologies for software development
  - Models
  - Examples of methodologies
- Agile methodologies
  - Agile principles and techniques
  - Examples of agile methodologies
- Concepts of project management
  - Project estimation
  - Examples of approaches to estimate costs and time
- Design pattern
  - Creational patterns
  - Structural patterns
  - Behavioral patterns
Exam

- 6 CFU
- Oral discussion to verify the understanding of the course contents
Material

- Course site:
- http://didattica.agentgroup.unimore.it/wiki/index.php/Metodologie_e_Architetture_Software
Reference texts

- Teachers’ slides
  - Thanks to prof. Flavio Bonfatti and prof. Marcello Missiroli

- Books:
  - Eric Freeman, Elisabeth Robson. Head First Design Patterns. O'Reilly Media
  - E. Gamma, R. Helm, R. Johnson, J. Vlissides. Design Patterns. Pearson