

# Software Development Good Practices

## Syllabus

Olivier Boissier

Mines Saint-Etienne

Olivier.Boissier@emse.fr

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# Content

- The aim of this course is to acquire, understand and practice the current good practices in the modeling and development of IT systems that result from the integration of existing systems (systems of systems), operate in distributed environments Web, IoT, Cloud, ...
- The presented good practices are:
  - Coding and naming standards,
  - S.O.L.I.D. Coding/Design Principles
  - Design patterns (Gang of Four Design patterns, Enterprise Integration Patterns)
  - Ethics
    - Ethics a quality attribute at SATURN 2016 by Michael Keeling (available on Youtube)
    - The Ethical Software Architect at SATURN 2018 by Eltjo Poort and Michael Keeling (available on Youtube)

# Agenda

- **SDGP 1 – 25/10/19 08:00 – 12:15** (N. Djahnit)
  - S.O.L.I.D.
- **SDGP 2 – 25/10/19 13:30 – 16:45** (N. Djahnit)
  - S.O.L.I.D.
- **SDGP 3 – 08/11/19 13:30 – 16:45** (O. Boissier)
  - Design Patterns part I
- **SDGP 4 – 15/11/19 13:30 – 16:45** (O. Boissier)
  - Design Patterns part II