Course Introduction

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INF5750

Course content

- Main focus: Open source Java web development
 - Architectures and patterns (layers, inversion of control)
 - Frameworks (Spring, Hibernate, Junit)
 - Tools (Subversion, Maven)
 - Methods (distributed, agile, and open)
- Approaches
 - Lectures
 - Assignments
 - Project work related to real-life open source projects
 - Discussions

Course content

- Other topics
 - Open source licensing
 - Global software development
- Approaches
 - Guest lectures
 - Essay

Lecturers

- Jo Størset (storset)
- Knut Staring (knutst)
- Guest lecturers
- Lab assistants
- Wednesday Smalltalk 10.15 12.00
- Slides, example code available online

Evaluation

- 2 individual assignments (programming with frameworks)
 - September 16.
 - October 1.
- 4 project deliverables (group work)
 - 3 milestones and final release at December 9.
- Individual essay based on lectures and project work
 - Desember 16.
- Pass / not pass
- All deadlines must be met to pass the course!
- Assignment 1 and 2 can be re-used from earlier semesters

Learning resources

- Free resources online
 - Spring and Hibernate reference documentation
 - Maven guides
 - Version control with Subversion
 - In Action series sample chapters

Lab sessions

- Place: Assembler
- Time:
 - Monday 14:15 16:00
 - Wednesday 12.15 14.00 (after lecture)
- Attend the lab sessions!
- Bring your laptop!

Project work

- Global software development using open source tools and frameworks
- Develop functionality to be used in a real life open source project (DHIS 2)
- 4 deliverables (3 milestones and a final release)
- Focus on wiki-based documentation and collaboration tools (Trac, Subversion)
- Detailed requirement specifications, roadmap which might evolve / change

Open source, in what way?

DHIS is open source

 licenced with an open source licence, with the source code available on the web/internet

Open source community

 Around DHIS, there is a community of people and projects, working together using and developing the solution

DHIS uses open source

- A open source libraries and frameworks
- Mostly the same (kind of) tools you would often use in a closed project, as well.