

12.–15.09.2010
in Nürnberg



Herbstcampus

Wissenstransfer
par excellence

Spielst du noch? Oder entwickelst du schon?

Grundpflichten eines professionellen Software-Entwicklers

Jens Schauder

LINEAS Informationstechnik

A misty forest scene with sunlight filtering through the trees and a fallen log in the foreground. The word "Utopia" is overlaid in a white box on the right side of the image.

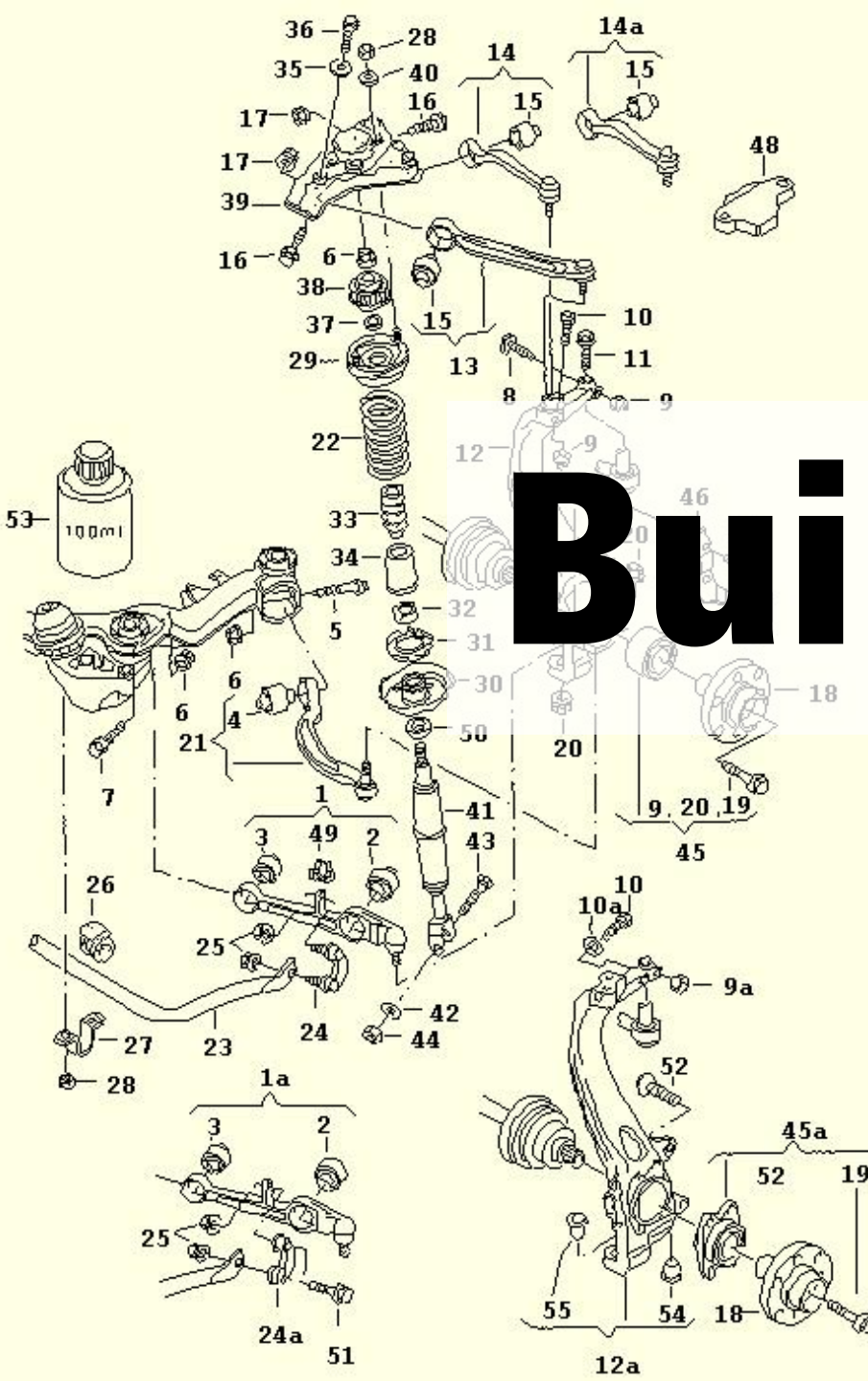
Utopia

A close-up photograph of a mechanic working on a rusty, orange-colored engine component. The mechanic is wearing a dark, worn work shirt with a small flag patch on the sleeve and has a keychain with a yellow key hanging from his neck. His hands are dirty with oil. The background shows a workshop environment with various mechanical parts and pipes.

Realität



**Versions-
verwaltung**



Buildscript



Vollständige Umgebung



Tests



Continuous Integration

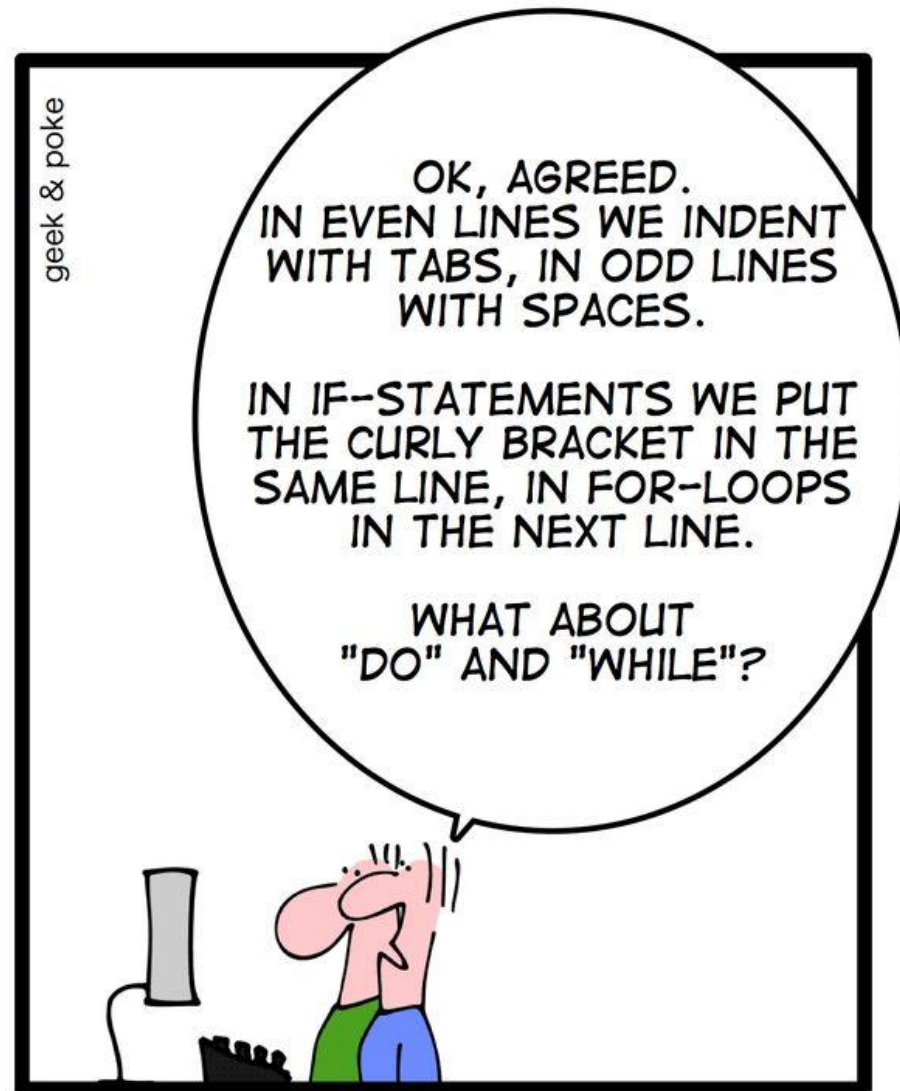


Struktur



Style Guide

SIMPLY EXPLAINED



PAIR PROGRAMMING

Spezifikation



DONALD E. KNUTH
 COMPUTER SCIENCE DEPARTMENT
 STANFORD UNIVERSITY
 STANFORD, CA 94305-9045

432

DATE *29 Oct 2008*

DEPOSIT TO THE
 ACCOUNT OF

Tony Lu

One and *no/256*

HEXADECIMAL DOLLARS



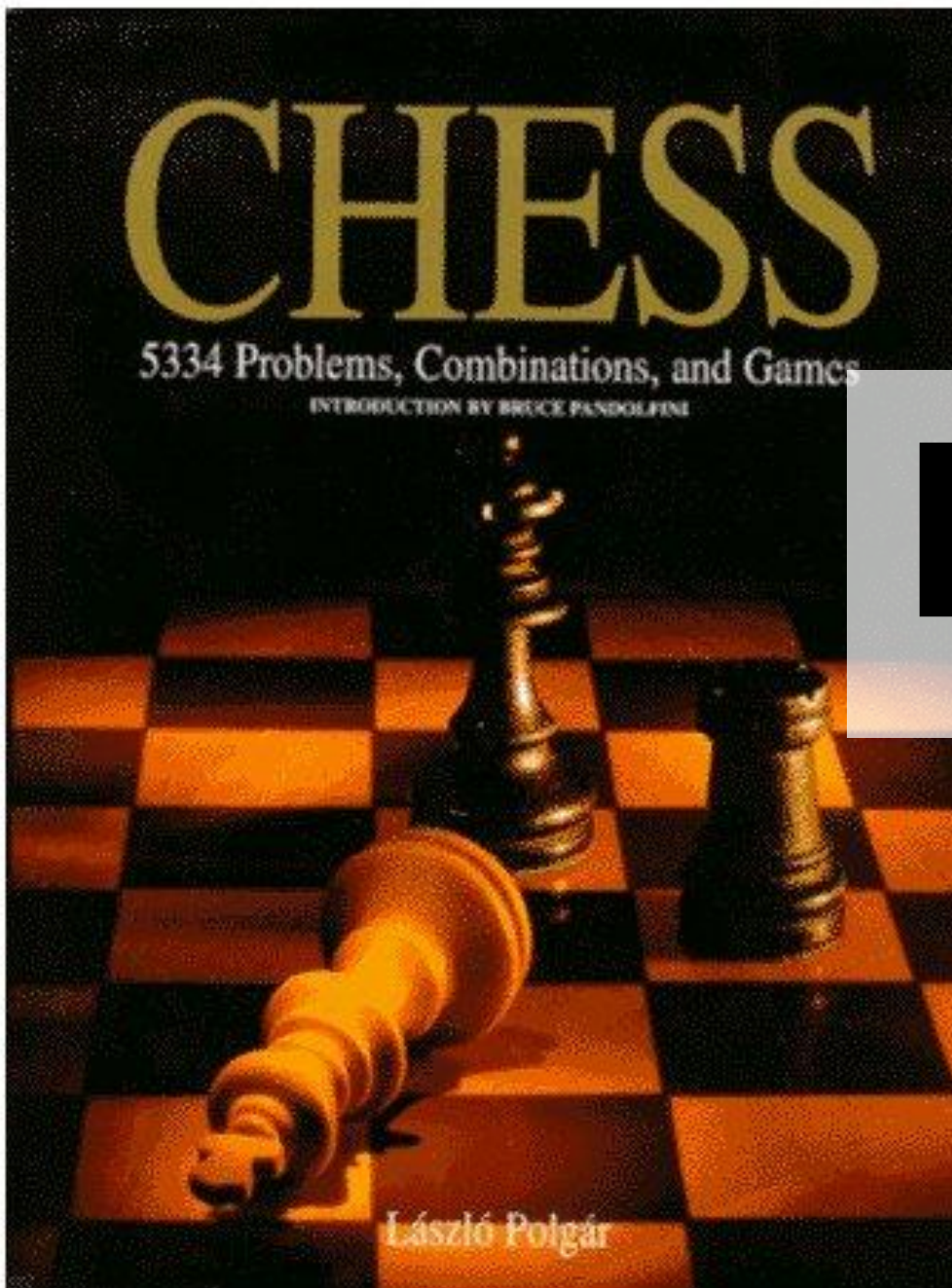
BANK OF SAN SERRIFFE
 Thirty Point, Caissa Inferiore
<http://www-cs-faculty.stanford.edu/~knuth/boss.html>

Issue
Tracking

MEMO

fib. 135

Donald Knuth



Lernen

“If you are involved in a software development you should know that if a project needs 5000 days of work your boss will give you at the most 500 days, so your point are just theory.”
(Desperate Developer)



Fragen & Meinungen

12.–15.09.2010
in Nürnberg



Herbstcampus

Wissenstransfer
par excellence

Spielst du noch? Oder entwickelst du schon?

Grundpflichten eines professionellen Software-Entwicklers

Jens Schauder

LINEAS Informationstechnik