

1

# Software-Praktikum 2017

Lehrstuhl für Softwaretechnik  
Andreas Zeller • Jenny Hotzkow • Alexander Kampmann



---

---

---

---

---

---

---

---

---

---



---

---

---

---

---

---

---

---

---

---



---

---

---

---

---

---

---

---

---

---



4

---

---

---

---

---

---

---

---

---

---



5

---

---

---

---

---

---

---

---

---

---



**Gefahrene distance**  
 $distance_{neu} = S - R$

**Vortrieb des Fahrzeugs  $S$**   
 $S = \frac{1}{2}at^2 + v_{alt}t$

**Abbremsende Faktoren  $R$**   
 $R = (0.4 \cdot a\mu_r + \mu_l v_{alt}^2)t^2$

6

---

---

---

---

---

---

---

---

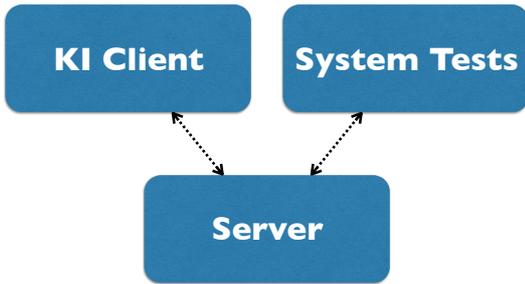
---

---



10

## Ihre Aufgabe



---

---

---

---

---

---

---

---

---

---

11

## Herausforderungen



Gutes Design



Gründliches Testen



Beste Taktik

---

---

---

---

---

---

---

---

---

---

12

## Arbeit



---

---

---

---

---

---

---

---

---

---



13

---

---

---

---

---

---

---

---

---

---



14

---

---

---

---

---

---

---

---

---

---



15

---

---

---

---

---

---

---

---

---

---



16

---

---

---

---

---

---

---

---

---

---

## Infrastruktur

	<b>Git</b> Versionsverwaltung
	<b>GitLab</b> Projektmanagement
	<b>Gradle</b> Konstruktion + Test
	<b>PMD + FindBugs</b> Fehlererkennung

17

---

---

---

---

---

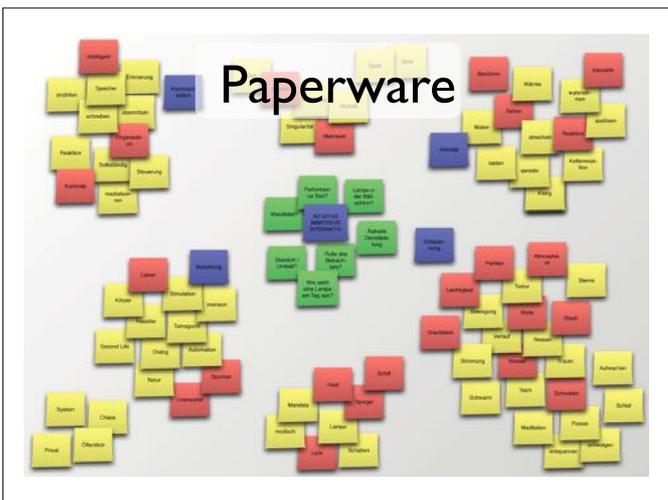
---

---

---

---

---



18

---

---

---

---

---

---

---

---

---

---











