



Universitat de Lleida

DEGREE CURRICULUM
**FREE SOFTWARE
ENGINEERING**

Coordination: GIMENO ILLA, JUAN MANUEL

Academic year 2019-20

Subject's general information

Subject name	FREE SOFTWARE ENGINEERING			
Code	102056			
Semester	1st Q(SEMESTER) CONTINUED EVALUATION			
Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Computer Engineering	4	COMPULSORY	Attendance-based
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	Activity type	PRALAB	TEORIA	
	Number of credits	3	3	
	Number of groups	1	1	
Coordination	GIMENO ILLA, JUAN MANUEL			
Department	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING			
Teaching load distribution between lectures and independent student work	40% Presential (equivalent to 60h) 60% Autonomous work(equivalent to 90h)			
Important information on data processing	Consult this link for more information.			
Language	Lectures: 40% -> Preferably Catalan Written and multimedia material (handnotes, videos, etc.): 60% -> English			
Distribution of credits	Juan Manuel Gimeno (3) Montserrat Sendín (3)			
Office and hour of attention	Juan Manuel Gimeno (3.20 EPS wednesdays at 1pm; others by appointment) Montserrat Sendín (3.20 EPS by appointment)			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
GIMENO ILLA, JUAN MANUEL	juanmanuel.gimeno@udl.cat	3	
SENDÍN VELOSO, MONTSERRAT	montse.sendin@udl.cat	3	

Subject's extra information

To follow this subject properly some previous skills on Software Engineering are recommended.

Learning objectives

- Knowing the concept of Free Software and its consequences.
- Knowing the organization of free projects.
- Basic use of the tools used both in GNU and Java projects.
- Get a perspective on free software both from its history and current existent projects.
- Knowing the main bussiness models and financing methods experimented around free software.
- Knowing the use of free software in the public sector.
- Knowing the support infrastructure for the development of free software.

Competences

Strategic competences of the UdL

- **CT2:** Mastering a foreign language, especially English.
- **CT3:** Training Experience in the use of the new technologies and the information and communication technologies.

Cross-disciplinary competences

- **EPS-11:** Capacity to understand the needs of the user expressed in a no technical language

Specific competencies of the degree

- **GII-IS1:** Capacity to develop, maintain and evaluate services and software systems that satisfy all the requirements of the user and behave in a reliable and efficient way, they can develop, keep and fulfil quality requirements, applying the theories, principles, methods and uses of the software engineering.
- **GII-IS3:** Capacity to give solution to problems of integration taking into account the strategies, standards and available technologies.
- **GII-IS4:** Capacity to identify and analyse problems and design, develop, implement, verify and find software solutions on the base of a suitable knowledge of the theories, models and current techniques
- **GII-IS6:** Capacity to design suitable solutions in one or more fields of application using methods of software engineering that integrate ethical, social, legal and economic issues.

Subject contents

Conceptual Part

1. Introduction to FOSS
2. A little bit of history
3. Free Software Engineering: The Cathedral and the Bazaar
4. Programming languages as FOSS projects
5. Unicode and Application Internationalization
6. Documentation for FOSS
 - 6.1 Free documentation licenses
 - 6.2 Free documentation creation tools
7. Economic aspects
 - 7.1 Financing methods
 - 7.2 Business models
8. FOSS projects
 - 8.1 Development models for FOSS projects
 - 8.2 Case studies
9. Additional support infrastructure to FOSS development
 - 9.1 Communication tools
 - 9.2 Project repositories
 - 9.3 Other
10. FOSS in the public sector
 - 10.1 General aspects
 - 10.2 Case studies

In a parallel way, in laboratory sessions will be presented these contents:

- GNU build tools (make i autotools)
- Java build tools (ant i maven)
- JavaScript build tools (npm)
- Application deployment using containers (docker)
- Tools for internationalization (GNU gettext, Java resource bundles)
- Project management tools (forgeries)

Methodology

- Continued assessment, in which the presentation of contents by the student and the exchange of experiences among classmates are integrated in a natural manner.
- Work in group.
- Both, lectures and laboratory sessions are combined to use all the tools presented.
- Students will need to deepen in the study of all themes autonomously and be able to assess the different options that are presented.
- In the development of the theoretic homeworks the student will need to be critic to select and justify its

choices and conclusions.

- The works get completed with an oral presentation in which to defend all of the used criteria.
- The evaluation system (detailed in the corresponding section) is composed of: 1) written test (the 1st partial exam); and 2) practices (to develop individually or in group, depending on each case).
- In the formative activities combine case studies (to be developed in pairs), individual work and application to concrete problems.

Development plan

Week	Theory (GG)	Laboratory (GG)/Experiences interchange sessions	Autonomous Work
1	Introduction to FOSS History		Study
2	History	Make + automake	Estudi & selected reading
3	History	Maven	Study
4	History	Npm	Study & chapter reading
5	History Cat & Baz	Docker	Study & chapter reading
6	Unicode	gettext + bundles	Study & presentation preparation
7	ProgLang	Presentations	Study & presentation preparation
8	Presentations	Presentations	Study & i18n project
9	First midterm		
10	FOSS documentation	Presentation of the chosen tool	Study, i18n project and chapter reading
11	Economic aspects		Study, chapter reading and wiki deployment
12	FOSS Projects		Study, chapter reading and use case development over wiki support chosen
13	FOSS Projects		Study and use case development over wiki support chosen
14	Support infrastructure for FOSS	Presentation of the chosen tool	Study, chapter reading and use case development over wiki support chosen
15	FOSS and Public Sector		Chapter reading, use case development over wiki support chosen and preparation of the presentations
16	Presentation of group activities		
17	Presentation of group activities		
18	Tutorials		
19	Recovery		

Evaluation

Actv.	Description	Weight	Minimum Grade	In group	Presential	Mandatory	Recoverable
Parc1	First midterm Basic concepts	20%	3,0	No	Yes	Yes	Yes
Actv1	Applications Architecture	20%	No	No	No	Yes	No
Actv2	Internationalization project	10%	No	No	No	Yes	No
Actv3	Experiences with the usage of libre software tools	10%	No	No	Yes (50%) ¹	Yes	No
Actv4	Deployment and use of a wiki	10%	No	Yes	No	Yes	No
Actv5	Presentation of a case study	20%	No	Yes	No	Yes	No
Actv6	Practical application of FOSS in the public sector	10%	No	Yes	No	Yes	No

¹ This activity is materialized through one or more oral presentations in front of the class.

Final grade = 0,20 * Parc1 + 0,20 * Actv1 + 0,10 * Actv2 + 0,10 * Actv3 + 0,10 * Actv4 + 0,20 * Actv5 + 0,10 * Actv6

- Subject is passed if final grade is greater or equal than 5,0 and midterm above the minimum required

Other considerations:

- Type of exam: concept fixation
- For all activities: programmed deliveries, unmovable dates.

Bibliography

Basic bibliography

- J.M. González Barahona, J. Seoane Pascual, G. Robles, Introducción al Software Libre. Grupo de Sistemas y Comunicaciones, ESCET, Universidad Rey Juan Carlos de Madrid. 2ª Ed. (2007)
- K. Fogel, Producing Open Source Software. Published under creative commons, (2013)
- Sam Williams (Second edition revisions by Richard M. Stallman). Free as in Freedom (2.0): Richard Stallman and the Free Software Revolution. Published under GNU free documentation license, (2010)

Additional bibliography

- John Calcote, AutoTools. A practitioner's guide to GNU Autoconf, automake, and libtool. No Starch Press (2010)
- S. Weber, The success of open source. Harvard University Press (2004).