

Tools and Techniques E4

Tuesday, 29 August 2017 15:00 (1 hour)

After the two-person teams acquire some experience with the development and release tools, we will group projects to demonstrate some of the real-world issues discussed in the lecture. Groups of two teams will first work together to create a functional release from individual sub-projects at various stages of completion to show the strengths and weaknesses of test and release tools. This is followed by a larger scale exercise with groups of teams.

Summary

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Track Classification: Physics Computing