

Software Reuse Lecture 02

# Introduction to Software Reuse

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## Agenda

- Introduction to Software Reuse
- Examples of Reuse Techniques
  - Libraries and API
  - Design Patterns
  - Frameworks
  - Reuse of models
- Quiz 1 in Udemy

## List of Papers

- Each graduate student have to present a paper in the course
  - Each presentation should last between 20 to 30 minutes
- The list of papers is in the website
  - Allocation criteria is FIFO
  - Deadline for choosing your paper is 30/08
- If you want to present a paper not in the list
  - You have to sent it to me by email
  - I have to approve it

## Exercise for this Week

- Quiz 1 available in Udemy must be sent until Friday (08/08)
  - <http://www.udemy.com/software-reuse-ufmg/>
- Steps:
  1. You have to register at Udemy
  2. Answer Quiz 1 (refer to lectures 1 and 2)
  3. Send me the answer by email (screenshot) (name the file "ID-YourName")

## Screenshot of a Quiz

The screenshot shows a quiz review interface. On the left, a circular gauge displays a score of 100. Below the gauge, it indicates 'Correct: 10', 'Incorrect: 0', and 'Skipped: 0', with a 'Course Average: 66'. The main area is titled 'Review Your Answers' and lists 10 questions, each with a green checkmark and the word 'CORRECT'. A callout box labeled 'ID' points to a field labeled 'YOUR CLASS (00)'.

## Next Lecture

- Software reuse in object-oriented programming
  - Reuse of objects and functions
  - Library
  - Frameworks
- Design Patterns