CIS 422/522 Overview

Admin:	Projects and Teams

Schedule

Grading

Contact Information

- Instructor contact
  Stuart Faulk
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  Computer and Information Science
  120 Deschutes Hall
  University of Oregon
  Eugene, OR 97403

- Office Hours: 1:00 – 2:00 after class or by appointment

- General help available from CIS Office

CIS 422 Course Format

- Single Quarter Project Course
  - Lectures: Foundations and background
  - Projects: Learn how to apply SE concepts
  - Project Meetings: Learn teamwork
  - Project Reviews and Presentations: Critique and guidance
- Two projects
  - First for perspective on issues
- Two midterms (one on each half of course)

Emphasis is on Life-Cycle Management and Teamwork

- Participate in collaborative design
- Work as a member of a project team, assuming various roles
- Create and follow a project and test plan
- Create the full range of documents associated with a software product
- Complete a project on time

Projects

- ## 2 projects: 4 weeks, 5 weeks
  - ### Project 1: Web site map building tool.
    - Same basic requirements for everyone
  - ### Project 2: Team Decision
    - You will propose projects

- ## Technically simple, but high expectations
  - ### Solid freeware quality
  - ### Complete product includes internal and external documentation, tests

Teams

- Form teams of 5 people
  - Project 1: Instructor chooses teams
  - Project 2: Choose your own teams
    - The most important decision you will make

- Project grades are group grades
  - Every member responsible for every part
  - Members will evaluate each other (Group Member Evaluation)
    - Focus on accountability (doing your share)
    - Significant factor in grading

Questionnaire

- Purpose
  - Formation of balanced project 1 teams
  - Beginnings of grade database

- Fill in
  - Name (family, given), student id, email
  - Courses: enrolled, finished (grades)
  - Proficiency in Java, C++, Others:
    - Expert, Good, Some, None (experience and knowledge)
  - Strongest skills, weaknesses, best contribution

Weekly Schedule

- ## M/W/F lectures
  - Mix of lectures, discussions, group exercises
  - Some lecture times or parts thereof will be used for team meetings and project discussions

- ## Meetings with the professor
  - Progress review: critique of your team's efforts to manage the project effectively
  - Project review: evaluation of results and grading

Term Schedule

- ## Project 1: 4 weeks

  - Week 1: form teams, begin design

  - 2: Project concept document due

  - 3: Design reviews (and working prototype)

  - 4: Project due Friday

    – Possibly grading meetings the following week

- ## Project 2: 5 weeks + 1 week demos

  – More requirements elicitation

  – More documentation

Grading

- ## 55% Projects (20+35)
  - Includes presentations, intermediate deliverables
  - Weighted toward *non-code products*

- ## 35% Exams (15+20)
  - Two midterms; no final exam

- ## 10% Class Participation
  - Includes but is not limited to...
    - Attendance
    - Contributing the discussions (can also be done via email)
    - Appropriate behavior in the classroom (i.e. no cell phones or beepers)

Course Caveats

- Course is inherently difficult
  - More than superficial understanding of SE requires experience (perspective)
  - Sometimes need material that lectures haven't covered
  - Time is very short for the amount of work
  - Must depend on other people

- Course design is a compromise to help address these issues (only partially successful)
  - First project for awareness
  - Second more like real thing

Assignment

- Reading:
  - Text: Chapters 1, 2

- Project: prepare for first project meeting (team assignments Wednesday or Friday)
  - Begin considering how you will approach the problem
  - Think about what role you want to play