Introduction

Tom Kelliher, CS 245
Aug. 30, 2006

1 Administrivia

Announcements

Assignment

Read SE Ch. 1. Online essay.

Outline

1. Syllabus.

2. Introduction: semester project.


Coming Up

Discussion of Chapter 1 and exercises — come prepared.

2 Introduction: Semester Project

2. Numerous deliverables through several project phases:

(a) Analysis: refined requirements specification; scenarios; primary class list; class diagrams; use case diagrams; structured walk through.

(b) Product Design: object diagrams; refined class diagrams; user interface mock-ups; state machines.

(c) Class Design: Collaboration diagrams; sequence diagrams; object diagrams; refined class diagrams; class skeletons; informal walk through.

(d) Implementation: implementation plan; source code.

(e) Testing: Test plan; test analysis report; system integration; system delivery and demo.

   Demo will occur during “final.”

Refer to pg. 59 for schedule.

3. Technologies we’ll be using:

(a) Linux.

(b) TWiki.

(c) Eclipse.

(d) Subversion/Subclipse.

(e) Visual Paradigm for UML.


5. Me: “pointy-haired manager.”

6. I will select the teams, based on skill inventories, etc.

7. Team member responsibilities.
3 Skills Inventory

Complete the skills inventory on the class home page.