Introduction

Tom Kelliher, CS 245
Aug. 28, 2002

1 Administrivia

Announcements

Assignment

Read SE Ch. 1.

Outline

1. Syllabus.

2. Introduction: semester project.


Coming Up

Discussion of Chapter 1, possible exercises — come prepared.

2 Introduction: Semester Project

1. Networked variation of “Clue.”
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.

Refer to pg. 59 for schedule.


4. Me: expensive “consultant.”

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

6. Team member responsibilities.

3 Skills Inventory

Complete the online inventory on the class home page.