

Introduction

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1 Administrivia

Announcements

Assignment

Read SE Ch. 1. Online essay.

Outline

1. Syllabus.
2. Introduction: semester project.
3. Skills inventory.

Coming Up

Discussion of Chapter 1 and exercises — come prepared.

2 Introduction: Semester Project

1. *Galaxy Sleuth*: 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.

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.

4. You: competing start-ups.

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.