Introduction

Tom Kelliher, CS 245

Sept. 3, 2008

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) Trac.

   (c) Eclipse.

   (d) Subversion/Subclipse.

   (e) JUDE.

   (f) GanttProject.

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.