SENG 330 - Object Oriented Design

George Tzanetakis (filling in for Dr. Ernst)

Course People

Professor: Neil Ernst (*my humble apologies for being absent!*)

- nernst@uvic.ca and http://neilernst.net
- ECS 560
- Office hours after class T/W or by appointment

TA: Omar Elazhary

- omazhary@gmail.com
- Chisel Lab, fifth floor ECS

Preferred form of communication is via Slack, chat or direct message.

Ground rules

This course is collaborative and discussion-based. A few ground rules:

- university policies on harassment, inclusion, and academic misconduct will be strictly enforced.
- do the readings before class they are assigned to.
- I may move some discussions offline for the sake of time.
- devices are to be used for engaging with this class:
  - looking up what I say, Slack chatter, reading the notes, etc.
- I reserve the right to ask you to leave if you are not in class to learn.
- Turn off notifications and audible alerts. I will try to do the same :)

Course outline

There is an official course outline on HEAT. Assessment will be

- 2 assignments, 10% each

- 1 project, 30%

- 1 midterm, 20%

- 1 final, 30% (in exam period)

- Project will be in groups formed by the instructor. Neil will do this once class roster settles down.
  You must pass final and midterm to pass the class.

Course Setup

- All class notes are/will be on Github – https://github.com/SENG330-17/course

- Slack will be the tool for managing communications. It is free, widely used in industry, and pretty decent. (But see the privacy statement on Connex).

- There are two polls on our Slack #announcement channel about Git and Github knowledge. Please complete those so we know what to expect.

- Assignments and project work are managed by Github Classroom. Essentially, you follow a link and Github creates an assignment/project repository for your Github username.

- VITAL!! Omar or Neil need to know your Github id to link it to your Uvic info (V-number or email). Please DM us in Slack with that.

Project

- 2 assignments, each 10%, and one project, worth 30. Midterm 20 and Final 30.

- The project is going to be 40% marked on quality of the eventual product. This is a SENG course, so naturally there is programming; it is *not* a capstone project course, so the programming should be secondary. Budget your time accordingly!

- Lectures will be about a reading I assign; you must do the reading before the class for it to make sense. Readings are on the wiki page. Readings can be academic papers, websites, blog posts, and podcasts and videos, among other things.

Short-term Tasks

- See the schedule on https://github.com/SENG330-17/course. Complete the readings/assignment there.

- Add yourself to Slack (see the Connex page or go to https://seng330-f17.slack.com/)

- Do Assignment 0 via the Github link. Note: create a new Github account or use an existing one. All work is private to the instructors and you/your team.

Overview

- We will begin with an overview of what software engineering is, before getting into the details of design and analysis using OO, including some design patterns and other abstractions.

Intro: Software Lifecycles