

The syllabus below describes a recent offering of the course, but it may not be completely up to date. For current details about this course, please contact the course coordinator. Course coordinators are listed on the course listing for [undergraduate courses](#) and [graduate courses](#)

CS 423 Senior Design I

In CS 423 students work in teams of 5 or 6 to produce software for clients who need that software and plan to use it once it has been developed. Readings: The only readings required of all students in CS 423 are templates for the various documentation deliverables that are common to all/most teams' projects and examples of documents from previous years' projects. Members of individual teams also read materials relevant to their projects' domains and to the programming and/or scripting languages, DBMSs, middleware, and other technologies that they decide to use - with feedback from clients and other critical stakeholders. Topics Covered: CS423 is not a lecture course, but, rather, a project course. Except for the course overview and presentations of documentation templates, the course meeting time is devoted, in part, to a weekly meeting of each team with the course instructor - to review what the team has done during the previous week and to help the team address problems/risks that have arisen. Each team is also required to have a weekly team meeting and a weekly meeting with their project's client and other critical stakeholders as necessary. Some teams have their weekly team meetings during the remainder of the class meeting time, and other teams have their weekly client meetings, either face-to-face or via teleconferencing, during the remainder of the class meeting time.

Text Books

Required

Week-by-Week Schedule

Week	Topics Covered	Reading	Assignments
1	Overview of Course. Project pitches.	None	
2	Additional project pitches.	None	Students submit list of top 3 project choices
3	Details of weekly deliverables	There are no assigned readings, but most/all teams have to find and read materials about their project's domain, and most/all teams have to find and read about technologies to be used in the project and which they haven't encountered before.	Each team meets with its project client
4	Even-numbered teams meet with instructor.	See above	Project client meeting; weekly deliverables
5	Odd-numbered teams meet with instructor.	See above	See above
6	Even-numbered teams meet with instructor.	See above	See above
7	Odd-numbered teams meet with instructor.	See above	See above
8	Even-numbered teams meet with instructor.	See above	See above
9	Odd-numbered teams meet with instructor.	See above	See above
10	Even-numbered teams meet with instructor.	See above	See above
11	Odd-numbered teams meet with instructor.	See above	See above
12	Even-numbered teams meet with instructor.	See above	See above
13	Odd-numbered teams meet with instructor.	See above	See above

14	Even-numbered teams meet with instructor.	See above	See above
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