

COM 1001

INTRODUCTION TO SOFTWARE ENGINEERING

Professor Phil McMinn

Introduction to
Introduction to Software Engineering
Spring Semester

COM1001 Spring Semester

Developing a **web application** in **Ruby**, using a
DSL called **Sinatra**

With **SQLite relational database** backing
using another DSL called **Sequel**

Testing those web applications using another
DSL called **RSpec**

**with some more software engineering stuff
along the way**

... in teams.

Important Times

Lectures 9-11am and 2pm on Mondays

The second half of the 9am lecture will be a **seminar**.

15 min **supervisor meeting** between 11-1pm on Mondays.

Practical Sessions on Tuesdays – 11am for Teams 1-18,
12pm for Teams 19-35. *Practical sheets and project help.*

Client meetings in Weeks 7 and 11.

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Who's Who



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Assessment, Feedback, and Deadlines

During weeks 7-11:

Week 7, Iteration 1 (40%)

Hand-in Monday, 3pm

Week 11, Iteration 2 (60%)

Client Demonstration on the Wednesday

BuddyCheck Peer Review to Follow

Feedback from Iteration 1 will point you to what needs to be improved for Iteration 2

There is no other assessment for this course.

You must pass the module to proceed to Level 2!

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Supervisory Meetings

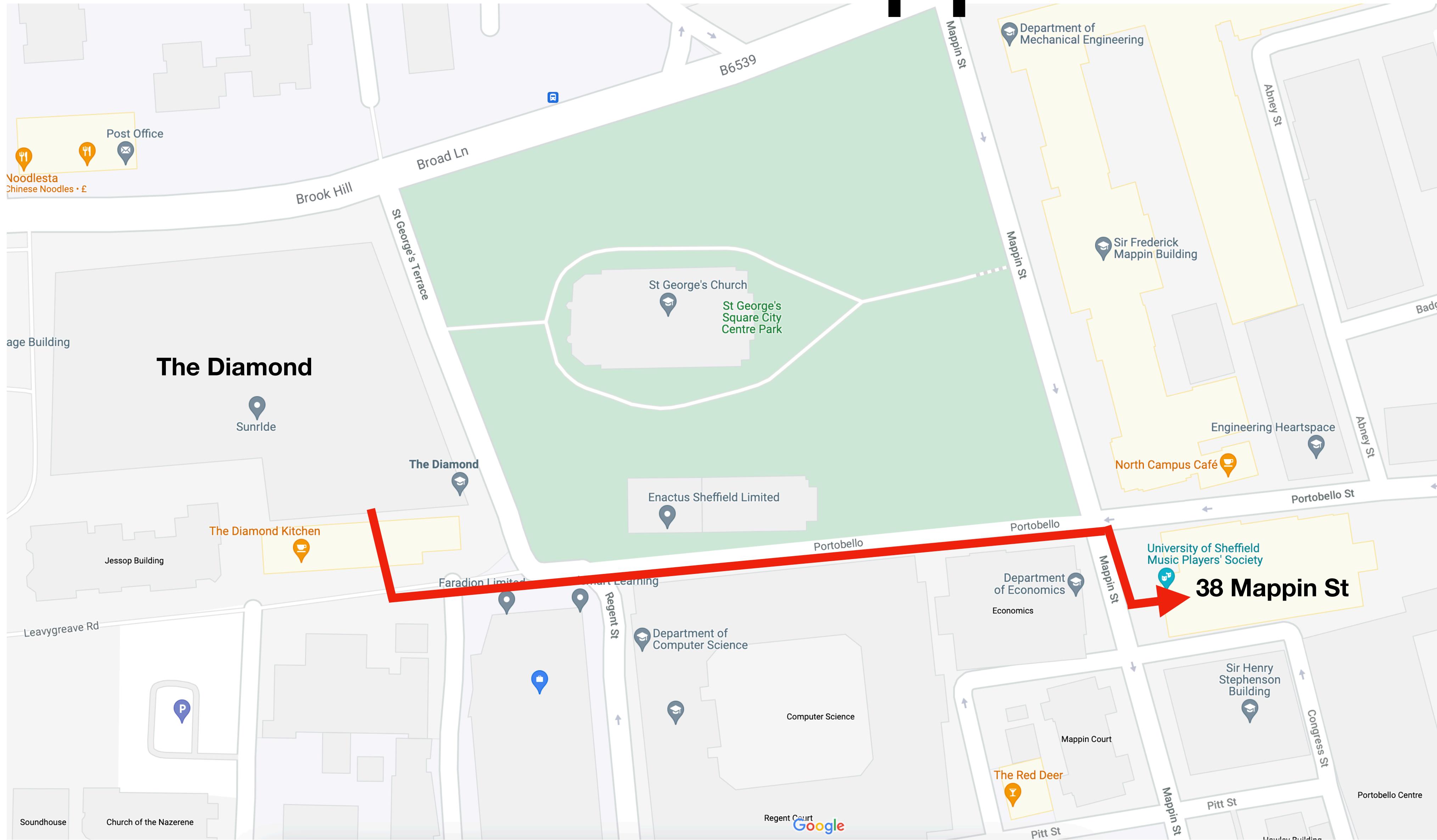
(straight after this lecture)

in 38 Mappin St



Time	Neil Walkinshaw 102 – “Tutorial Room 6”	Islam Elgendi G04 – “Tutorial Room 2”	Anton Ragni G06 – “Tutorial Room 3”	Owain Parry G07 – “Tutorial Room 4”	Mike Smith G10 – “Tutorial Room 5”
11:00	1	2	3	4	5
11:15	6	7	8	9	10
11:30	11	12	13	14	15
11:45	16	17	18	19	20
12:00	21	22	23	24	25
12:15	26	27	28	29	30
12:30	31	32	33	34	35

“Where’s 38 Mappin St?”



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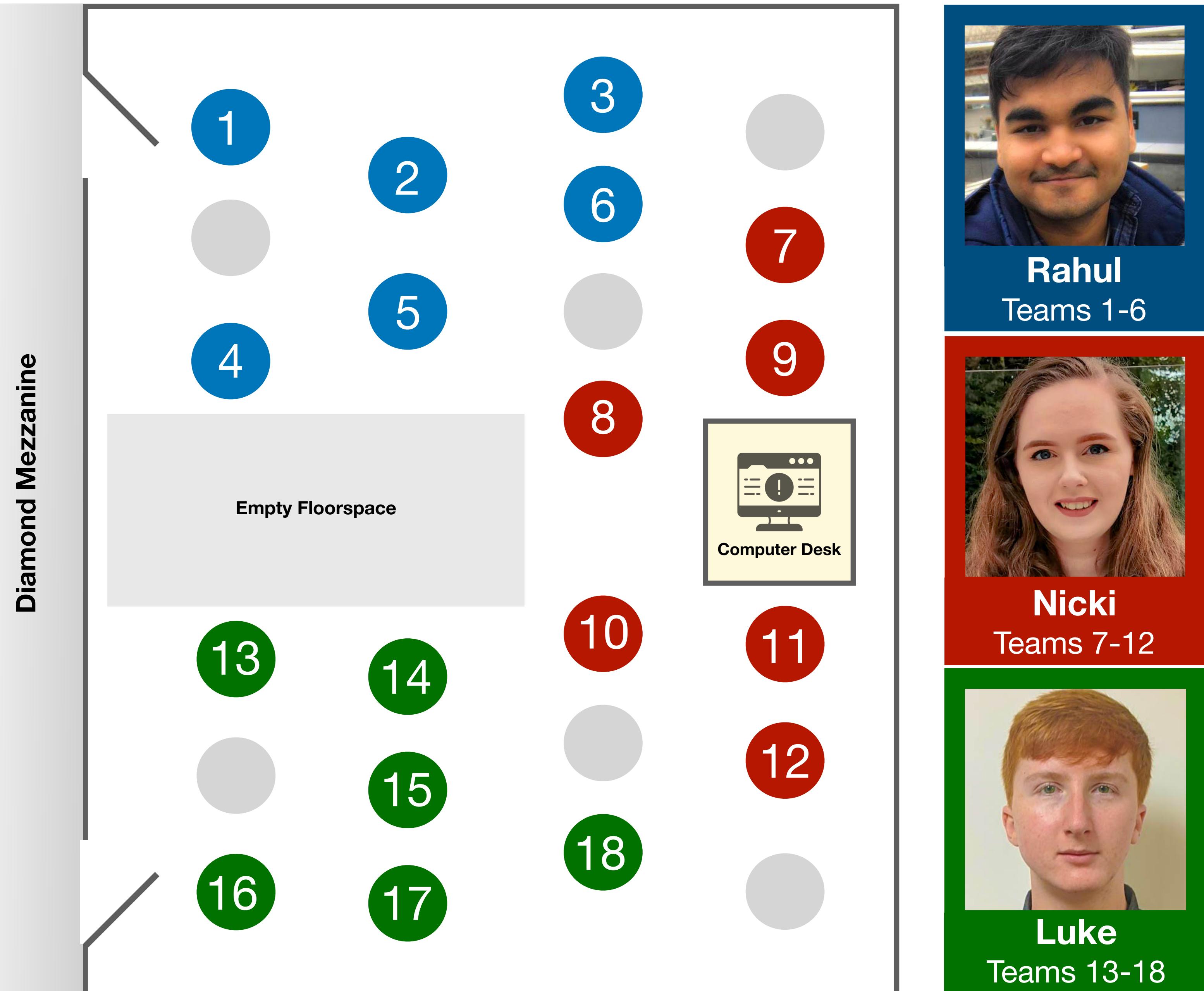
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Introduction to Software Engineering

**11-12pm
Session**

Teams 1-18 only

**Please sit with
your teams**



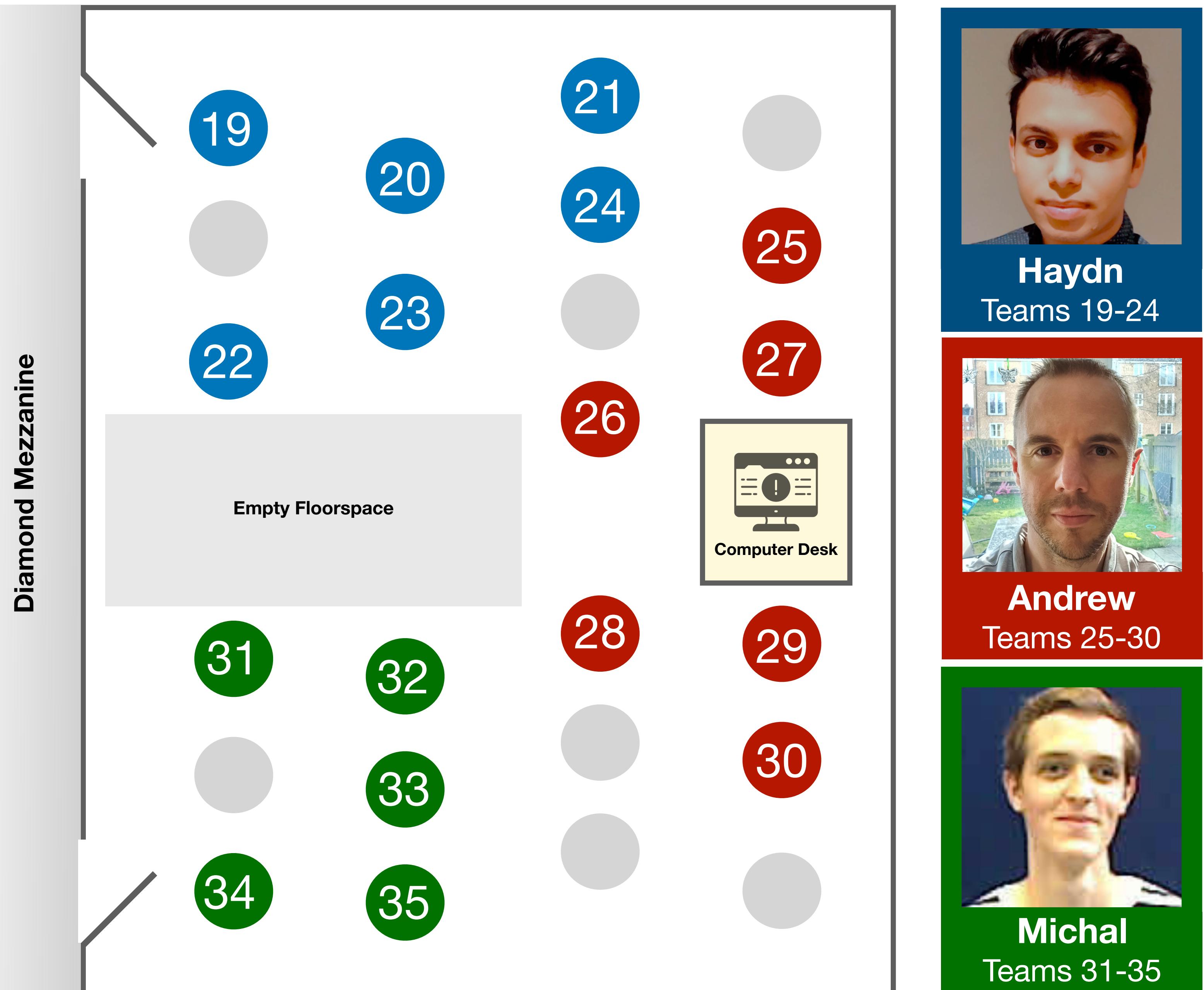
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Introduction to Software Engineering

**12-1pm
Session**

Teams 19-35 only

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your teams**



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Important Things

COM1001 page on Blackboard

vle.shef.ac.uk

GitHub Repository

github.com/philmcminn/com1001