Kevin Kuo <kkuo1@students.towson.edu>

COSC600 - Project 0

Zhou, Harry <hzhou@towson.edu> Wed, Feb 4, 2015 at 6:51 PM
To: "Kuo, Kevin" <kkuo1@students.towson.edu>

Kevin:

Thank you for your comments. In the past twenty some years, you are the only one who requires multiple submissions. I understand your arguments, but for SIMPLE assignments in our class, I expect my students to compete the projects error free in the final submission. Most of students (> 90%) were able to accomplish it. Therefore, I do not see the needs to change the policy so far.

Regards

H Zhou

From: Kevin Kuo [mailto:kkuo1@students.towson.edu]
Sent: Wednesday, February 04, 2015 4:37 PM
To: Zhou, Harry
Subject: Re: COSC600 - Project 0

Professor Zhou,

At this point, this probably won't change your mind and not to go too far down into the rabbit hole...

But I've worked on projects that used a spiral/waterfall development cycle where we chose to deliver engineering releases and other incremental builds to the customer which were not necessarily contractually required. By allowing the customer an opportunity to test it earlier, it mitigated some of the initial technical risks for the final product.

Also, "fully working and functional" usually has a specific definition/requirement. In my experience, products may have key performance measures such as being able to survive stress tests for x hours, however if the system crashes at x + 1 hours, it is still deemed a pass - fully working and functional. In the spirit of academia, I would have imagined that this would be a forum more conducive to trying new things, making mistakes, fixing mistakes,further improving solutions already satisfy the basic requirements, etc.

There is also the case when the technical solution isn't the problem, but the requirements given to the development team is.

In practice, I've seen the client become even more reliant and dependent upon the services of the developer after the system has been delivered for various reasons such as difficulty of domain knowledge transfer to a new development team, unforeseen interoperability problems with other systems from other teams, etc.

Nevertheless, these common issues go hand in hand with the increasing popularity of the Agile development method - multiple deliverables spaced out in time.

Kevin Kuo

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On Wed, Feb 4, 2015 at 9:37 AM, Zhou, Harry <hzhou@towson.edu> wrote:

> Kevin:
>
> One argument against your suggestion is the following: Once you complete the system and deliver it to your client, it is done and out of your hand. You cannot keep asking to make changes to the system because your client was expecting a fully working and functional product, not the one with bugs and problems.
>
> regards
>
> H Zhou
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> **From:** Kevin Kuo [kkuo1@students.towson.edu]
> **Sent:** Tuesday, February 03, 2015 11:46 PM
> **To:** Zhou, Harry
> **Cc:** Yin, Yuehan
> **Subject:** COSC600 - Project 0
>
> Professor Zhou,
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> I would like to resubmit my Project 0.
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> I did not include the output file in the previous submission on Blackboard.
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> I was hoping at some point you may reconsider the multiple submission policy on Blackboard. I feel like it would more closely mirror the idea that software development is a process of continual improvement in the sense that while a program may have met requirements without defects, it may or may not have been the most efficient and effective way of achieving a desired result. This may encourage students to continue to improve their work after they've met the most basic set of requirements, but also have the side benefit on cutting down on the "my dog ate my homework" or "my internet went down" excuses.
>
> Kevin Kuo
>
> 732.325.7378