

Software Design and Documentation

Syllabus Summer 2022

Monday 6:30pm – 8:35pm CSCI-4440-01 (61961), -02 (17672)

Class location: Walker 5113

Thursday 6:30 - 8:30pm (Remote over WebEx [see LMS for link])

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Mentors: Send all mail to sddteaminstructor@gmail.com

Website: <http://sites.google.com/site/rpisdd>

Slack Space invite

https://join.slack.com/t/sddsummer2022/shared_invite/zt-1966c45ys-vJJ7PDyQvP_hnqZo6eQc9w

Introduction

This is a course about communication. The first step is for you to learn how to communicate a real-world problem and propose a feasible solution. The second step is to transform the real-world representation into diagrams and documentation that will allow your development team to clearly understand and collaborate on designing the solution. The third step is for each team to collaboratively implement the design and to verify through testing, that you indeed solved the real-world problem using the proposed solution.

We will start by giving you the vocabulary and tools that are currently standard for Agile object-oriented design and teamwork. It will be up to each of you to use the tools and vocabulary to improve your own personal development practices as well as to generate an effective team environment.

Learning Outcomes

At the end of this course you will:

- Be able to envision, design, develop, and deliver a full software product with a team.
- Be able to communicate and collaborate effectively in a team development environment.