Using A Large Opensource Codebase In A Teamwork Assessment

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Context

- COMP23311: Software Engineering 1
- 2nd Year, 1st Semester UG, 5ECTS
- Compulsory for all pure-CS students, optional for CS with Maths
- Cohort size:
 - o 2021: c.350
 - 2022: c.500 (Covid "Bulge")
 - o 2023: c. 350
- Jointly taught with Suzanne Embury, Duncan Hull, Liping Zhao, Anas Elhag

Assessment Weighting

- Individual Coursework: 14%
- Team Coursework 1: 28%
- Team Coursework 2: 28%
- Exam: 30%



https://github.com/arianne/stendhal

it turned out, it

Task

- Students divided into teams of upto 8
- Work on a "UoM" version of Stendhal
- Bugs are given in the issue tracker
- Students must fix one bug per team member:
 - Assign bug in issue tracker, use time tracking tools
 - Create new feature branch
 - Expose bug in test suite
 - Fix bug
 - Merge into main development branch
 - Create a new release of the software

18.3 Deliverables

Deliverables are contained in 3 parts:

GitLab repository:

- Selected Bugs
- Correct use of Git (including Branching and Tags)
- Correct use of time estimation and other planning tools
- Tests which make your selected bugs visible
- Source code of your bug fixes

Blackboard Submission:

Video demonstration of work

You *must* familiarise yourself with the submission instructions, in order to submit your work in the proper way.

Interview:

- Discussion with marker about your teamwork
- Reflection on process

Please see the information about the interview for more information.

Work which is not submitted in the correct way will receive a mark of 0.

18.4 Step 0: Set up Git Config

It is important that you ensure your work is attributed to you in the proper manner; if you were a company employee, your boss would want to see that you are indeed completing your tasks. You would normally assert your authorship over commits with a company email address.

On this page

18 Team Coursework 1

18.1 Key Information

18.2 Overview

18.3 Deliverables

18.4 Step 0: Set up Git Config

18.5 Step 1: Get It, Build It, Test It

18.6 Step 2: Assign the Issues

18.7 Step 3: Time Estimation

18.8 Step 4: Set Up Branches

18.9 Step 5: Write Tests to Make Your Bug Visible

18.10 Step 6: Design and Implement Your Bug Fix

18.11 Step 7: Merge with Your Team's Development Branch

18.12 Step 8: Push to your Team's Development Branch

18.13 Step 9: Prepare The Release

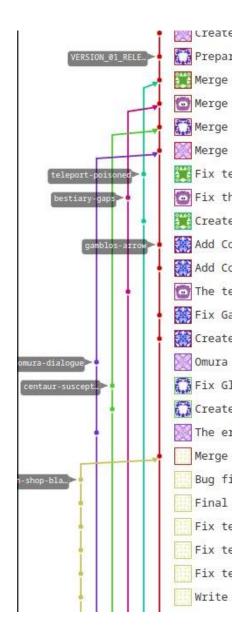
18.14 Step 10: Prepare Your Video

18.15 Submission of Your Team's Work

18.15.1 Submission of Video

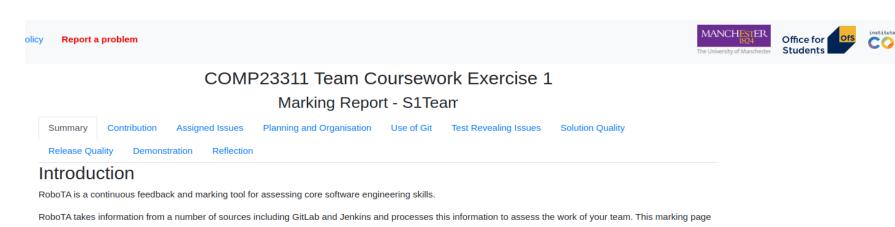
18.15.2 Submission of

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                                                                                  LookUpQuote.java X 🗓 ConversationPhrases.java
🗸 🥁 stendhal [comp23311_2023_prep master]
 > 🚜 src
 > 🚜 tests
                                                                                    59 * @author dine
> A JRE System Library [JavaSE-17]
> 🛋 Referenced Libraries
 > 🔄 android
                                                                                           private static final String QUEST_SLOT = "get_fishing_rod";
 > 済 buildtools
                                                                                           private static Map<String, String> quotes = new HashMap<String, String>();
 🕽 🗁 data
 🄰 🔄 doc
 > 済 libs
 > 🗁 srcjs
 > 🔄 tiled
  🔒 build.ant.properties
   Build.xml
   🥻 comtest.sh
   REALICENSE.txt
   隔 package.json
```



Assessment

- Automated assessment using "RoboTA" and Jenkins
- Video to demonstrate bugs and fixes
- Marking interview with GTA to assess teamwork



Reflection

Positives

- Students enjoy the work
- Student find it useful when on industrial placement
- Give good preparation for future group projects

Needs for improvement

- Difficult to resource
- Inconsistent marking with GTAs
- Student user error
- Uneven work distribution in teams

https://software-eng.netlify.app/