

会议纪要 9

开会地点

- 钉钉线上会议

开会时间

- 2022年12月12日21:30→22:37

参会人员

- 软件需求工程fiSSure全体成员

会议内容

- 分锅，具体要求见下面
 - 庄毅非
 - design and coding 文字部分 3、5 总负责人 ddl 周三中午12:00
 - 修改后端缓存方式
 - 参与design and coding 文字部分2撰写
 - 李予谦
 - design and coding 文字部分 2 总负责人 ddl 周三中午12:00
 - 前端 issue response time 时间单位修改
 - 参与design and coding 文字部分2撰写
 - 刘奕骁
 - design and coding 视频部分 2 总负责人 ddl周五晚上20:00
 - 参与design and coding 文字部分2撰写
 - 何迪
 - 热门话题展示 ddl周三晚上20:00
 - 参与design and coding 文字部分2撰写
 - 应凌凯
 - 仓库对比部分 ddl周三晚上20:00
 - final presentation ppt制作 ddl周天晚上20:00
 - 参与design and coding 文字部分2撰写
- design and coding milestone
 - design and coding 文字部分（见附录）
 - 3、5 庄毅非
 - 2 李予谦负责
 - 所有人在 周三中午 12:00 之前将自己对项目开发过程中需求的理解的变化写在 overleaf 在线文档中
 - 要写的内容
 - 项目初期对所有需求的理解

- workshop 之后，开始写代码前对需求的理解
 - 编写完代码之后，对需求的理解（如何实现的）
- design and coding 视频部分
 - 刘奕骁 ddl 周五晚上20:00之前
- 项目开发部分
 - 后端
 - 将redis替换为mongo缓存
 - 前端
 - 李予谦负责将response时间的展示的图表的显示单位修改一下（现在是毫秒）
 - 何迪负责将热门话题的展示可视化
 - 应凌凯负责将仓库对比部分完成
- final presentation 部分
 - ppt 由应凌凯完成，具体见附录 “3.9 展示思路”，ddl为周天晚上20:00
 - 报告下周大家结合ppt一起撰写

附录 会议过程

1. 项目当前进度跟踪

- 后端
- 前端

2. design and coding (重要)

负责人:

1. process files ddl 周三 12:00

1. 系统是如何开发出来的
2. 需求是如何迭代的（关键部分），是如何从模糊到清晰的，requirement validation 李予谦
 1. 粗略的
 2. 写代码前
 3. 开发过程中明确的需求
3. 在开发的过程中，如何适应动态变化的需求，使用什么开发方式，增量开发 庄毅非
4. 如何开会，会议纪要，分享重要的和过程相关的内容
5. 呈现项目github repo信息

Milestone 4: Design and Coding - Grading Criteria

Level 1: Available

Project repository has been placed on a publicly accessible archival repository.

Level 2: Functional

The artifacts in the repository are found to be **documented**, consistent, complete, **exercisable**, and include appropriate evidence of verification and validation.

Level 3: Reusable

Functional + the artifacts in the repository are of a quality that significantly exceeds minimal functionality. They are **very carefully documented and well-structured** to the extent that reuse and repurposing is facilitated.

1. 1. ~~available: GitHub repo~~ 已经满足

2. functional: ()

1. 要有针对系统各个模块的文档

1.

Milestone 4: Design and Coding - Grading Criteria

Exercisable
The configuration and installation for the artifact should take less than 30 minutes.

Documented

1. A **README** main file describing what the artifact does and where it can be obtained (with hidden links and access password if necessary). Artifacts which focus on software should, in principle, cover aspects relevant to how to install and use it (and be accompanied by a small example).
2. A **REQUIREMENTS** file for artifacts which focus on software. This file should, in principle, cover aspects of hardware environment requirements (e.g., performance, storage or non-commodity peripherals) and software environments (e.g., Docker, VM, and operating system) but also, if relevant, a requirements.txt with explicit versioning information (e.g. for Python-only environments). Any deviation from standard environments needs to be reasonably justified.
3. A **LICENSE** file describing the distribution rights. Note that to score "available" or higher, then that license needs to be some form of open source license. Details also under the respective badges and the ESEC/FSE 2022 open science policy.
4. An **INSTALL** file with installation instructions. These instructions should include notes illustrating a very basic usage example or a method to test the installation. This could be, for instance, on what output to expect that confirms that the code is installed and working; and the code is doing something interesting and useful.

<https://2022.esec-fse.org/track/fse-2022-artifacts>

2. README

1. 介绍项目情况：项目目的，如何运行项目，项目的使用例子（主要介绍是什么，运行部分可以简略）

3. REQUIREMENT

1. 安装和运行的硬件和软件条件（node、npm等等）

4. LICENSE

1. 选择

5. INSTALL

1. 详细介绍如何安装，如何验证安装成功

2. 系统必须是可执行的

2. 5分钟的视频 刘奕骁

1. 直观地介绍上述内容

3. Final Presentation

1. 时间控制：尽量在15分钟之内

2. 设备控制：流畅展示

3. 有条理：要互动式的讲述，有交流感

4. 有重点：围绕要点讲故事

5. 一图胜千言：多用图

6. 有意义：对项目进行总结

7. 鼓励对话：

8.

FOLLOW THE 15-MINS RULE					
Any presentation should have no more than 15 minutes long in total.	Strongly agree <input type="checkbox"/>	Agree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Disagree <input type="checkbox"/>	Strongly disagree <input type="checkbox"/>
Reason					

MASTER YOUR SOFTWARE					
Any presentation should not be wasted on technological difficulties.	Strongly agree <input type="checkbox"/>	Agree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Disagree <input type="checkbox"/>	Strongly disagree <input type="checkbox"/>
Reason					

TELL A GOOD STORY					
Not a lecture, but an informed conversation with a friend.	Strongly agree <input type="checkbox"/>	Agree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Disagree <input type="checkbox"/>	Strongly disagree <input type="checkbox"/>
Reason					

STATE THE KEY POINT OF THE PRESENTATION					
Have one clear message you could remember.	Strongly agree <input type="checkbox"/>	Agree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Disagree <input type="checkbox"/>	Strongly disagree <input type="checkbox"/>
What is the point?					

BE VISUAL MORE THAN WORDY					
The less text, the better. Replace this extraneous text with visuals.	Strongly agree <input type="checkbox"/>	Agree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Disagree <input type="checkbox"/>	Strongly disagree <input type="checkbox"/>
Reason					

HAVE CLEAR TAKEAWAYS AT THE END OF THE PRESENTATION					
Conclude the presentation with what they hope you learned.	Strongly agree <input type="checkbox"/>	Agree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Disagree <input type="checkbox"/>	Strongly disagree <input type="checkbox"/>
Reason					

ENCOURAGE CONVERSATION					
Encourage conversation from the audience.	Strongly agree <input type="checkbox"/>	Agree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Disagree <input type="checkbox"/>	Strongly disagree <input type="checkbox"/>
Reason					

9. 展示思路

- 基于milestone的timeline介绍项目
- milestone 1 介绍团队管理方式
 - 版本控制
 - 组会形式和文档
 - 展示截图
 - ...
- milestone 2 介绍工作流（体现版本迭代）
 - 初始版本

- vision and scope 撰写时
- workscope 之前准备
- workscope 之后的结果（需要体现需求变更）
 - 明确了什么
 - 删除了什么
 - 增加了什么
 - 改变了什么
 - ...
- 列出优先级（重要）
- milestone 3 SRS
 - 用例图
 - 数据流图
 - 数据词典
 - ...（注意，如果要使用挂图，注意修改编号方式；如果要使用数据流图，需要将表示用户的方块改成点）
- milestone 4 design and coding
 - 控制代码风格、issue、pull格式等等的方式
 - 使用的开发方式（增量开发）
 - 面对的难点，如何进行优化
 - 重点展示对需求的理解的变化
 - 展示最终确定的需求的优先级，可以使用四象限法

