

Introduction to the Personal Software Process Lecture #1

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This Course Has Two Parts

Computer science material on learning about programming.

The personal methods for doing quality software work.

The Personal Software ProcessSM (PSP)SM covers

- the methods for doing software work
- means for planning and tracking your work
- the principles to follow in producing quality products

SM - The Personal Software Process and PSP are service marks of Carnegie Mellon University

The Need for Disciplined Practices

The job of software engineers is to

- produce quality products
- produce them on schedule
- and do this work for the planned costs

The PSP was developed to help engineers do consistently high-quality work.

The Course Approach

During each of the first 6 lectures, about 30 to 45 minutes will be spent on the PSP.

You will then apply the PSP methods to the work you do for the rest of the course.

The materials are explained in the textbook:
Introduction to the Personal Software Process.

- The textbook materials will not be covered in class.
- There will be a quiz on these materials in each class.

Course Requirements

The course requires four kinds of work:

- attending all classes
- writing several small programs
- studying and reading the textbook
- completing the PSP materials

In doing your work

- You must use the PSP methods.
- You must spend sufficient time on your work.
- There is no right amount of time.

Assignment #1

Turn in an estimate of the weekly time you will spend on the tasks for this course:

- going to class
- writing programs
- reading the textbook and studying
- completing the PSP materials

Read the textbook Preface and Chapters 1, 2, and 3.

There will be a quiz the next period on this material.