4156 (Lady Java Video)   9/8/15

COURSEWORKS   STUDENT VIEW

home
announcements
piazza ———— calendar
textbook
    corresponding links from syllabus

syllabus

assignments
gradebook
mailtool — rarely used, instead
          announcement or piazza

roster — need to switch at of
      student view

files & resources

discuss projects, teams, pairs

I am venture capitalist
TAs are customers
students are self-organizing
    agile teams

customer

what does every customer
want to know?

how long will it take?

how much will it cost?

and they should also want to know

will it do what I need it to do?

Big Bang approach to SW development
→ leads to unhappy customer

→ need to ask what they want
    show them what you think they meant
         + find out its wrong
  + ask again what they want

prototype
mockup
1st iteration ← secret to great software
                ask customer at each step
                "how am I doing?"

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why not do a full requirements analysis
up front?
- customer doesn't always know
what he/she wants

length of iteration → <u>Working sw</u>

20 working days (one month)
1 or 2 weeks
—————————————— stopped here ——————————
sw should build (compile)
from day one

each iteration is a mini-project
own req, design, code, test

Iterations can have various names
e.g. Scrum calls "sprint"
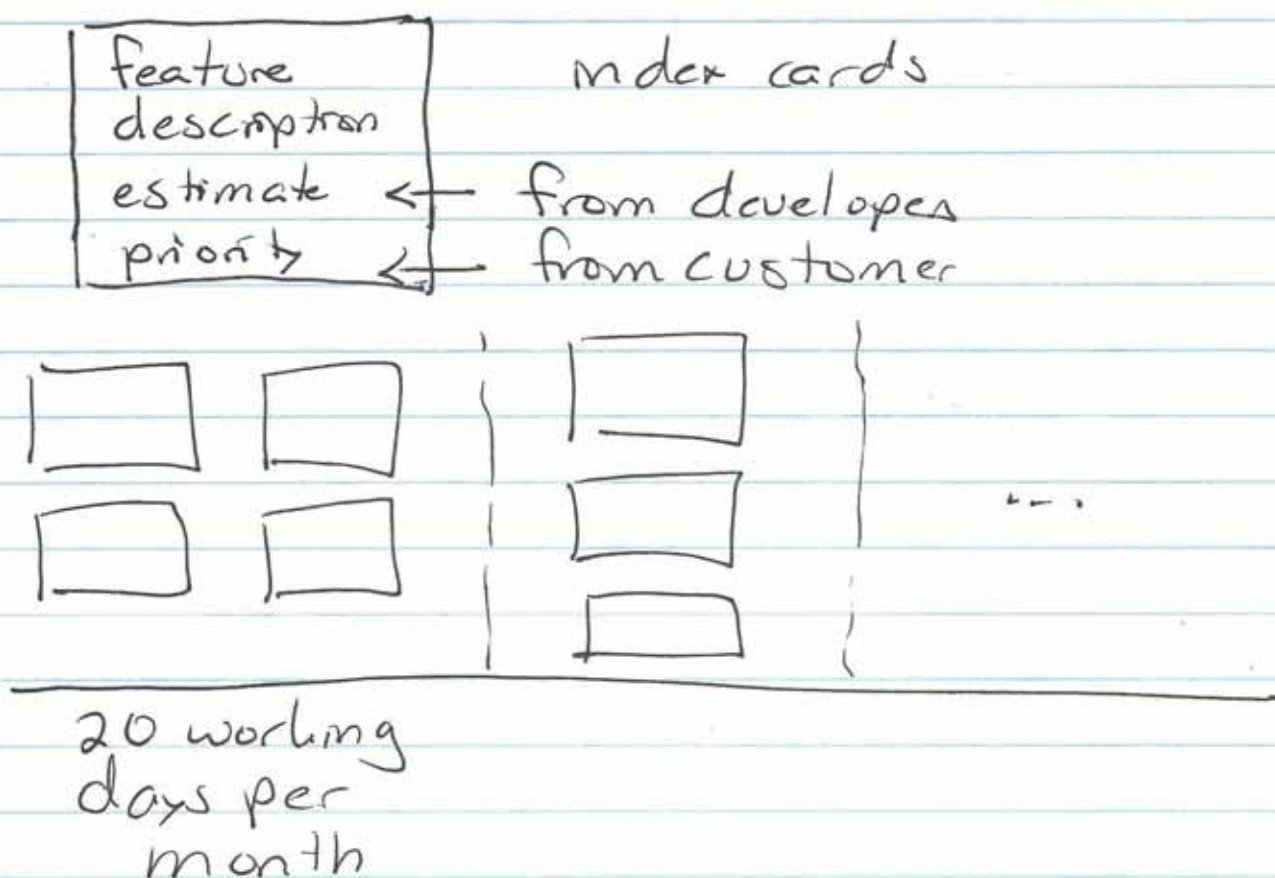+ tends towards shorter

how to plan an iteration

- define set of features
each needs time estimate
& priority
- place features on project timeline

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┌─────────────────┐
│ feature   │   index cards
│ description   │
│ estimate   ←────── from developers
│ priority   ←────── from customer
└─────────────────┘

20 working
days per
month

priorities in form
   10, 20, ... , 50
    ↑   ↑
   high   low   group
                                          together

cover dependencies ←
   high priority feature might
      depend on low priority feature

show project to customer at end
   of each iteration — need
   to allow time for this

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customer may add new features
   or change previous features

→ need to revise iteration plan

time estimates for the new features
                                    or
                               modified

prioritize new features AND
   reprioritize remaining features
   not yet implemented

may push timeline beyond deadline
customer has to understand
   that not everything will fit

development techniques
   iterations
   plan & balance iterations
   every iteration results in
      working software &
      gathers customer feedback

deliver sw that's needed
               on time
               or budget
good developers develop, great developers ship