

Group presentations

- 1. Sit with your supervisor
- 2. Present 2 minutes
- 3. Brief feedback afterwards



Today

Approaching the top

- Alpha testing
- Superpowers²
- Report / user manual
- Final presentation
- Deadlines

Alpha Testing

Bug report

For each bug specify

- the steps to reproduce
 - description of what went wrong (user perspective)
 - when relevant: systems specs where error occurred (OS, browser)
- what you expected to see
- what you saw instead
 - o provide a screenshot



Superpowers²

- Build a package in R with <u>Karl Broman</u> and <u>RStudio</u>, or in <u>Python</u>
- Publish your code, because it's good enough
- Cite your code with a <u>DOI</u>
- Deploy your Shiny app on the web



Final Presentation

Finalize shared presentation.

- 1. Goal
- 2. Design
- 3. Implementation
 - a. Problems? Solutions?
 - b. What would you do differently next time?
- 4. Verification
 - a. How did testing go?
 - b. What would you change if you had more time?
- 5. Demo

Present next week (Thursday, May 31st) in 5 minutes.

Report / User Manual

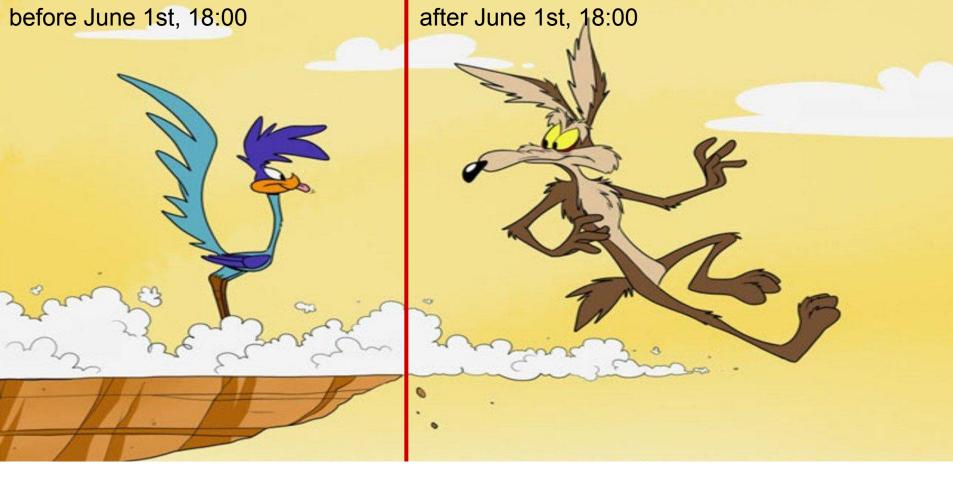
What

- Theoretical background describing task / technique
- Design (user and software perspective) including a flow-chart
- 3. Screenshots and examples of the software
- Step-by-step manual for users, including installation guide

How

- Separate report, or
- Mimic the style of the used language or repository
 - manual
 - vignette
 - GitHub's README.md
 - o interactive document with Shiny elements

Keep the *user* in mind! Make sure it's clear and easy to use. Have someone proofread!



Email presentation (pdf), report, and software (out-of-the-box) to Alexander Savi

Grading

60% software

- Functionality
- Coding style
- Within code documentation
- Version control
- Testing (verification) procedure

20% documentation

 Manual incl. task/technique description (requirements), flowchart of design, how-to for users

20% presentation

- Final 5-minute presentation
 - Preparation (e.g., working demo, within time limit)
 - Clarity (e.g., goal, design, implementation, functionality, screenshots)
 - Difficulty of the project
 - Quality of the software (based on what's shown)

NB. Your chosen topics will not be equally difficult, so effort will too be taken into account.

Questions?



Happy coding!

