CSCI222/MCS9222 Systems Development

Subject Introduction

Who am I?

- Hoa Khanh Dam
 - PhD in Computer Science RMIT University, Australia
 - M.App.Sc. in Information Technology RMIT University
 - Bachelor of Computer Science The University of Melbourne
- Previous positions:
 - Technical Architect / Project Manager at B.A.O. Solutions
 - Software Engineer at Exari Systems.
- Some of my research interests that you may be interested:
 - Managing consistency between different parts of the software.
 - Merging software versions
 - Data-driven software engineering.

More info at http://www.uow.edu.au/~hoa

CSCI222 - Autumn and Spring

Should you be here this session?

- CSCI222 is scheduled for both Autumn and Spring
- CSCI204 is a pre-requisite for CSCI222
 - (If you enrol with only CSCI124, you will be marked as "provisional" and will be disenrolled later in session.)

Systems Development

• Lectures:

- Monday 15:30-17:30

- Thursday 17:30-18:30

Laboratory:

– Wednesday 10:30-12:30

- Friday 15:30-17:30

Lecturers

- Dr Hoa Dam
 - Office: 3.201 (consultation hours only)
 - Consultation time:
 - Monday 10:30 12:30
 - Thursday 10:30 12:30
 - Email: hoa@uow.edu.au
- Tutor: Daniel Avery

Email notes

Avoiding the junk filter

- Use your UoW account
- Made subject relevant
 - Eg CSCI222 task analysis assignment question
- Provide a heading
- Make sure language is set to English

Please DO NOT ring me or leave a message on my phone.



What role does it fill in your CS studies?

What is this subject about?

- This subject provides a framework for understanding and developing the necessary skills to successfully undertake the major third year software project.
- The subject provides an introduction to the practical aspects of the development of a software application following a <u>well defined process</u>.
- Students will gain experience in the software development cycle, including requirements, design, and implementation, and also learn to exploit implementation support technologies.
- Assignments will provide experience of structured development work in a small group setting.
- The implementation language used in illustrations and assignments is C++.

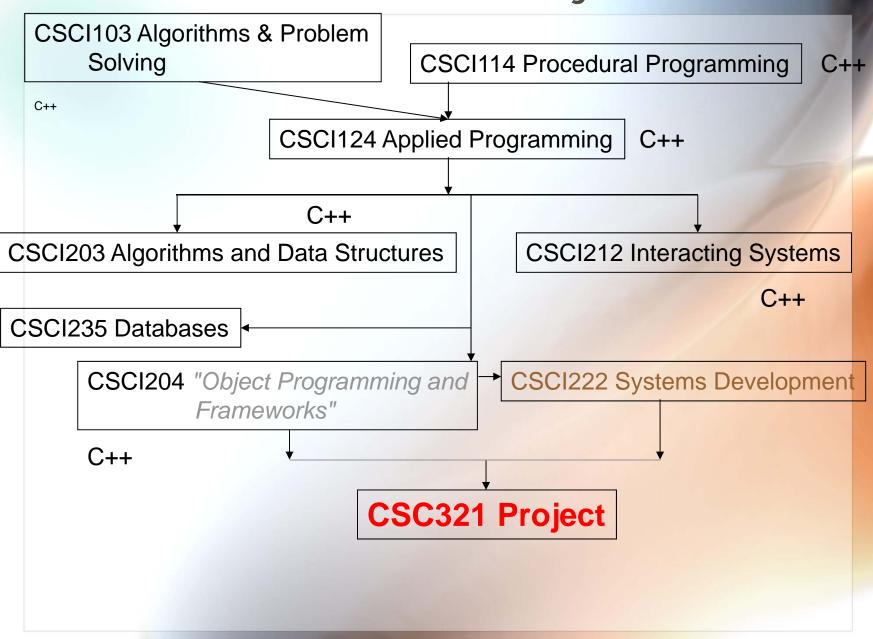
What are the objectives?

- On successful completion of this subject students will be able to:
 - 1. Design a software application of <u>moderate</u> size and complexity, making effective use of design tools.
 - 2. Use appropriate tools to develop and implement a software application of moderate complexity
 - 3. Create, plan, and implement a test plan for a software application.
 - 4. Work in a group following a defined software development process

Everything leads to CSCI321

- CSCI321 Project
 - "capstone" of the degree
 - Regarded as main demonstration of student ability in CS
 - Larger in scale than any previous development task
 - Requires planning
 - Requires development over a significant period of time
 - Involves group work
- Other core subjects provide the technical programming skills
 - C++ from CSCI114, CSCI124, and CSCI204
 - Algorithms, Data structures from CSCI103, and CSCI203
 - Systems functions and processes from CSCI212
 - Database concepts from CSCI235

Some of core CS subjects



CSCI222 contribution to CSCI321

Group work

 Occurs in other subject, but here gets some emphasis and quality of group work is assessable (not just resulting product)

Process models

 How to organize a development process that is longer than the 10-day deadline of a typical assignment

Design models

- Planning how to build an elaborate system, and documenting that plan
- Development tools and strategies
 - Maintaining a developing code base
- etc

Software Engineering in your degree

- Software Engineering provided via
 - Core subject:
 - CSCI222 Systems Development
 - Elective subjects:
 - CSCI205 Development Methods and Tools
 - CSCI311 Software Process Management
 - CSCI318 Software Engineering Practices and Principles

What is Software Engineering?

- Classical Engineering
 - Electronics & Electrical Engineering
 - Civil Engineering
 - Chemistry Engineering
 - Mechatronics Engineering
- => Software Engineering is

"the application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software; that is, the application of engineering to software" (IEEE standard 610.12-1990).

Software Engineer is the best job in US in 2011

Source: http://www.braintrack.com/college-and-work-news/articles/software-engineer-ranked-best-job-for-2011-11010502

All students need some Software Engineering

- All students need to be able to "read" design models expressed in the Unified Modelling Language
 - Widely used (sometimes misused) in industry
 - As a junior employee, you won't be creating UML designs but you had better understand the designs for the project that you are working on.
- All students need to be familiar with the different development process models that are in common use
 - You had better not look blank if the recruitment interviewer asks you to characterise "agile methodologies"
- All students need an understanding of testing strategies employed in software developments – and be capable of testing their code.

Key topics

- SE development activities
- SE process models
- Software testing
 - CppUnit test
- Teamwork
- Version management
- UML modelling
- Rational Unified Process
- Requirements
- Software Architecture
- Distributed Systems
- User Interface Design

Books

Reference books:

- Software development for small teams: a RUP-centric approach, Gary Pollice et al.
 The rational unified process: an introduction, P. Kruchten
- "Software Engineering" by Ian Sommerville
- Unit Test FrameworksP. Hamill
- Using UML: Software Engineering with Objects and Components, P. Stevens and R. Pooley
- Some are e-resources

Resources

- Lectures
 - PDF files with slides from lectures
- Assignments
- Supplementary materials

One-stop shop: eLearning

Overall Assessment

Assessment

-Exam 40%

-A1 (group) 15%

-A2 (group) 30%

-Labs 15%

- Some labs are assessable
- Some labs are used for working on the assignments and "meeting the clients".

Assessment – continuous assessment components

- Assignments are group projects
 - Students are responsible for organizing themselves into groups of 4-5 people.
 - Part of the assessment is based on measures of how well the group members worked together

Groups

- The groups for assignments should have
 4-5 members each.
- Formation of groups is your responsibility.
- You will have to submit details of group membership (via email) by Friday, Week 2.
- It is strongly recommended all group members are in the same lab (but not necessarily).

A balanced group is a healthy group

- Try to get a balanced group
 - "manager"
 - "chief programmer"
 - "tester"
 - "analysts and designers"
- Substantial part of mark for group assignments relates to process – you need to be organized and show that you are organized!
- Groups that fail to be established on time start with a penalty mark!

Assignment submission

- Penalties apply to all late work, except if student academic consideration has been granted.
- Late submissions will attract a penalty of 15% of the assessment mark. This amount is per day including weekends.
- Work more than (4) days late will be awarded a mark of zero.

Assignment submission

- Submitted in the lecture.
- One page group peer assessment document submitted in hard copy
 - Specifies relative contributions of each member
 - Is signed by each member
 - Original submitted in lecture period
 - Each group member has photocopy
 - The "relative contributions", as agreed by all group members, determine any mark adjustments for those individuals whose contributions were less than average

Individual contributions to group

- Use scheme similar to that which has been used in some 300-level SE subjects
 - Project assigned a mark
 - Individuals

"contributed"
 100% of group mark

"limited contribution"
 50% of group mark

"almost no contribution" 10% of group mark

"no contribution"
 0% of group mark

 If group agrees, they can assign different percentages – e.g. Tom, Dick, 100%, Sue 80%, Harry 5%

Sorry – but you can't get 200% of group mark just because your colleagues rated as "almost no contribution"!

Assignment return

- Markers write short note explaining your mark
- Marking scheme email-ed back to you

Public Service Announcements

Health and security issues

- I'm supposed to tell you that
 - If building on fire, earthquakes occurring, terrorists raiding, alien invasions from outer-space, ...
 - Then leave building in orderly fashion and assemble outside.
 - See little map at theatre entrance for location of assembly area.
- You've been told



STANDARD FIRE ORDERS

ACTIONS TO BE CONSIDERED ON DISCOVERING A FIRE

"RESCUE" any person/s in immediate danger.



"ALARM" Raise the alarm.
Contact the Emergency
Services on 0 000. Contact
University Security on
extension 4900. Activate
Break Glass Alarm.



"CONTAIN" Close doors to contain the fire.

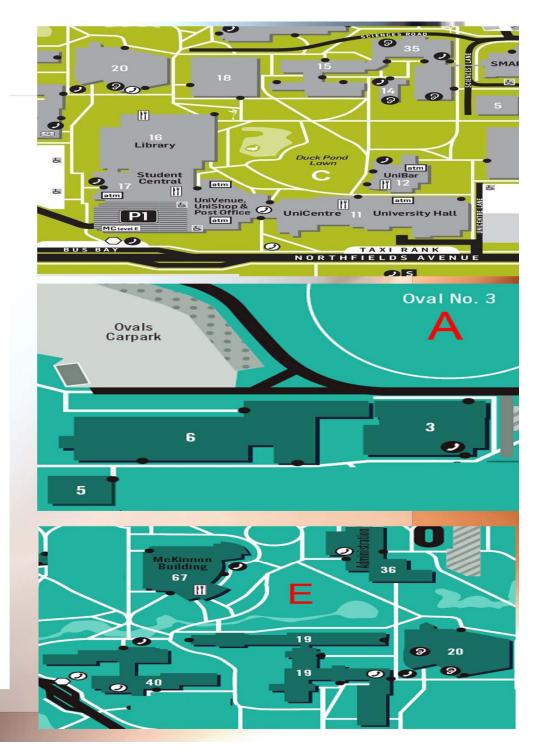


"EXTINGUISH" Attempt to extinguish the fire only if you are trained and it is safe to do so.



Follow the directions of Building Wardens.

My Building Warden is......



Q & A

- Q: Can we obtain a HD in this subject?
 - A: "Yes, we can!"
- Q: Great! Sounds easy but how?
 - A: Sure, you need to do very well in the Lab (5%), the assignments (55%) and the exam (40%).
- Q: Of course, but still how?
 - A: Yes, you need to attend the lectures <u>regularly</u> (very important in this subject), read reference texts, and read Lecture slides.
 - You should also do Lab exercises
- Q: Hmmm, it's not that easy but it's ok, I can do it in just only 1 week before the exam, huh?
 - A: No, you have to do it every week.
- Q: Oh no, it's so difficult . I don't want a HD anymore, I just want a P. So less work?
 - A: Yes, but you still have to do the same things.

