Software Engineering Project Workshop (SENG202)

Matthias Galster

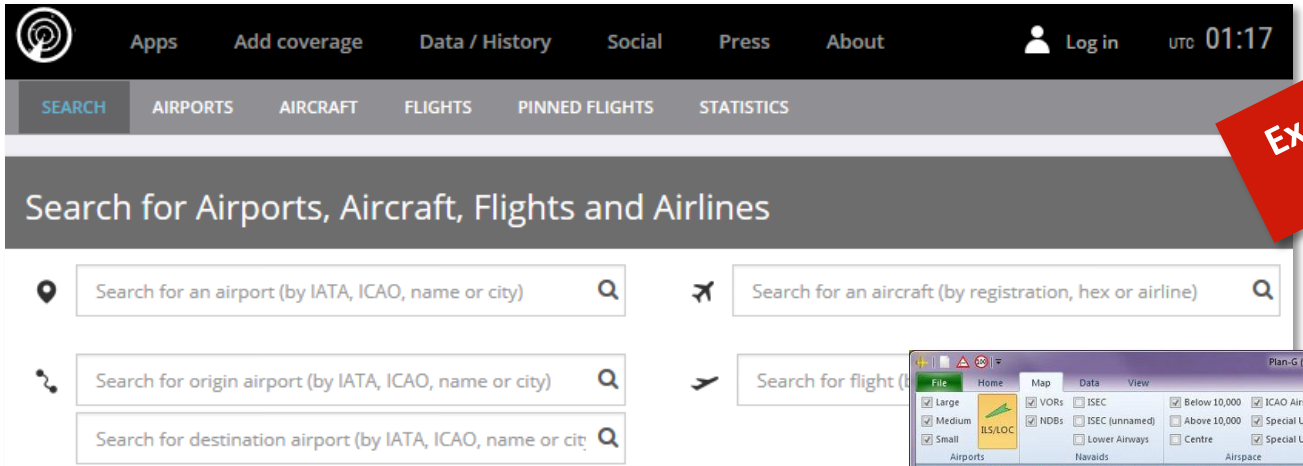
Lecture 1 – Project

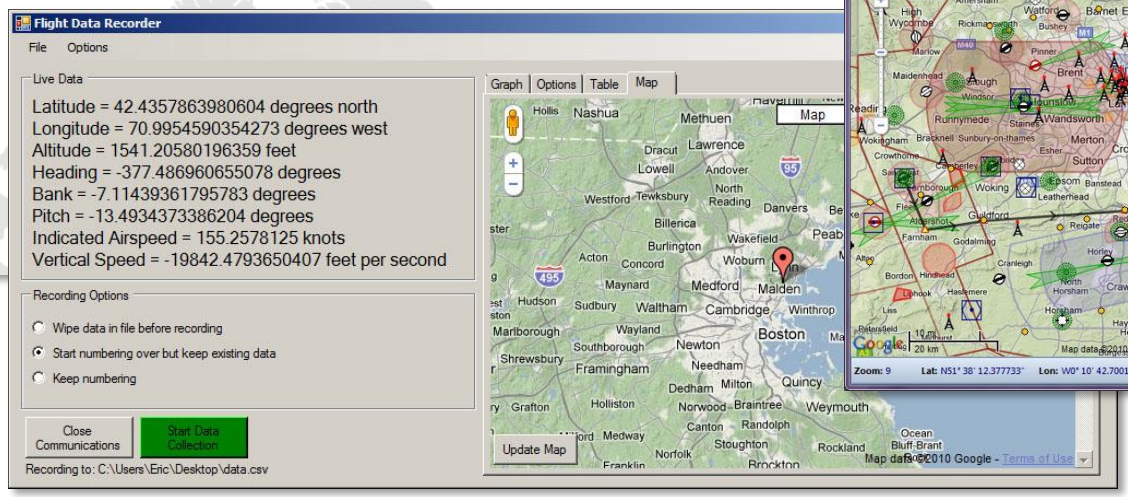
July 13, 2020

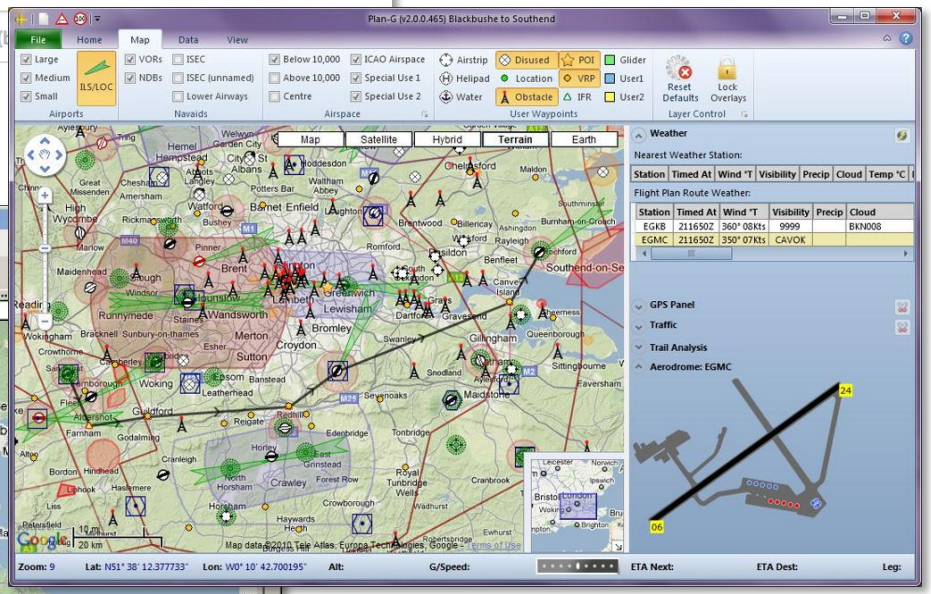
UC
UNIVERSITY OF CANTERBURY
Te Whare Wānanga o Waitaha
CHRISTCHURCH NEW ZEALAND

Flight data manager

- System to monitor, analyse, manage flight data







Examples for illustration purposes only

Project

- Not a “programming assignment”
  - Full range of software engineering skills
  - E.g., requirements, design, testing, coding, documentation, process
- “Project description” on Learn
  - Vague, open-ended – it is your responsibility to define goal, scope, etc.
  - Homework for next session: study project description
- “Live-editing” of project description
  - We expect students to study the project description
  - Goal: Ask questions about project, scope, requirements, features, etc.

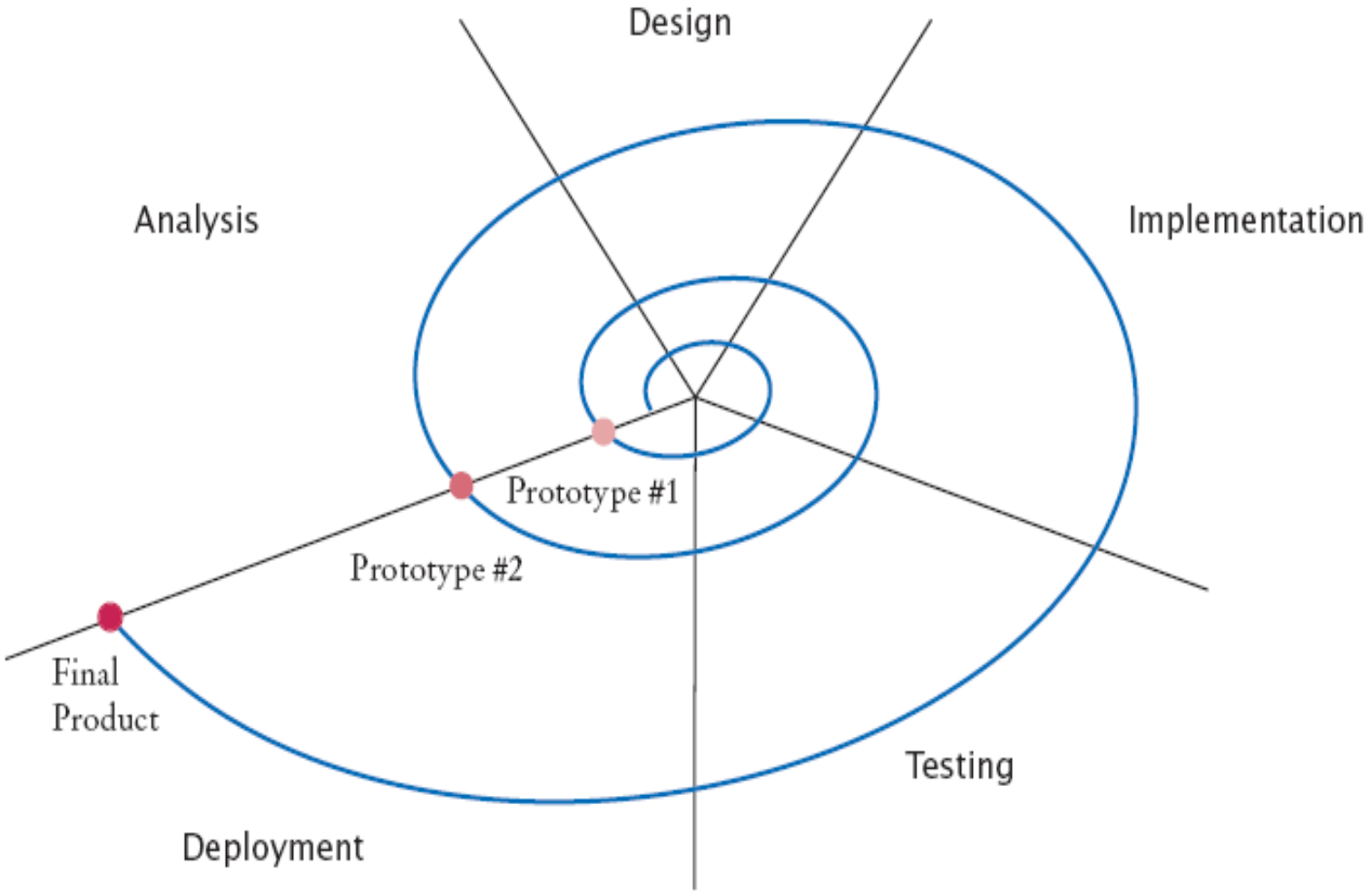
Technical constraints

- UML
- Desktop application, Java (Swing, JavaFX, etc.)
- Single-user app (at least initially)
- Tools, infrastructure: Maven, Git, GitLab, GitLab CI, etc.
- Project must work in CSSE lab environment

Course constraints

- Teams of five/six
- Peer- and self-assessment
- Flexible schedule – meetings by arrangement
- Weekly status presentations (team) and reflections (individual)
- Record and report project activities, otherwise “fail” phase
- Penalties for unprofessional practice

Project flow: Spiral + “Phase 1 (or 0?)”

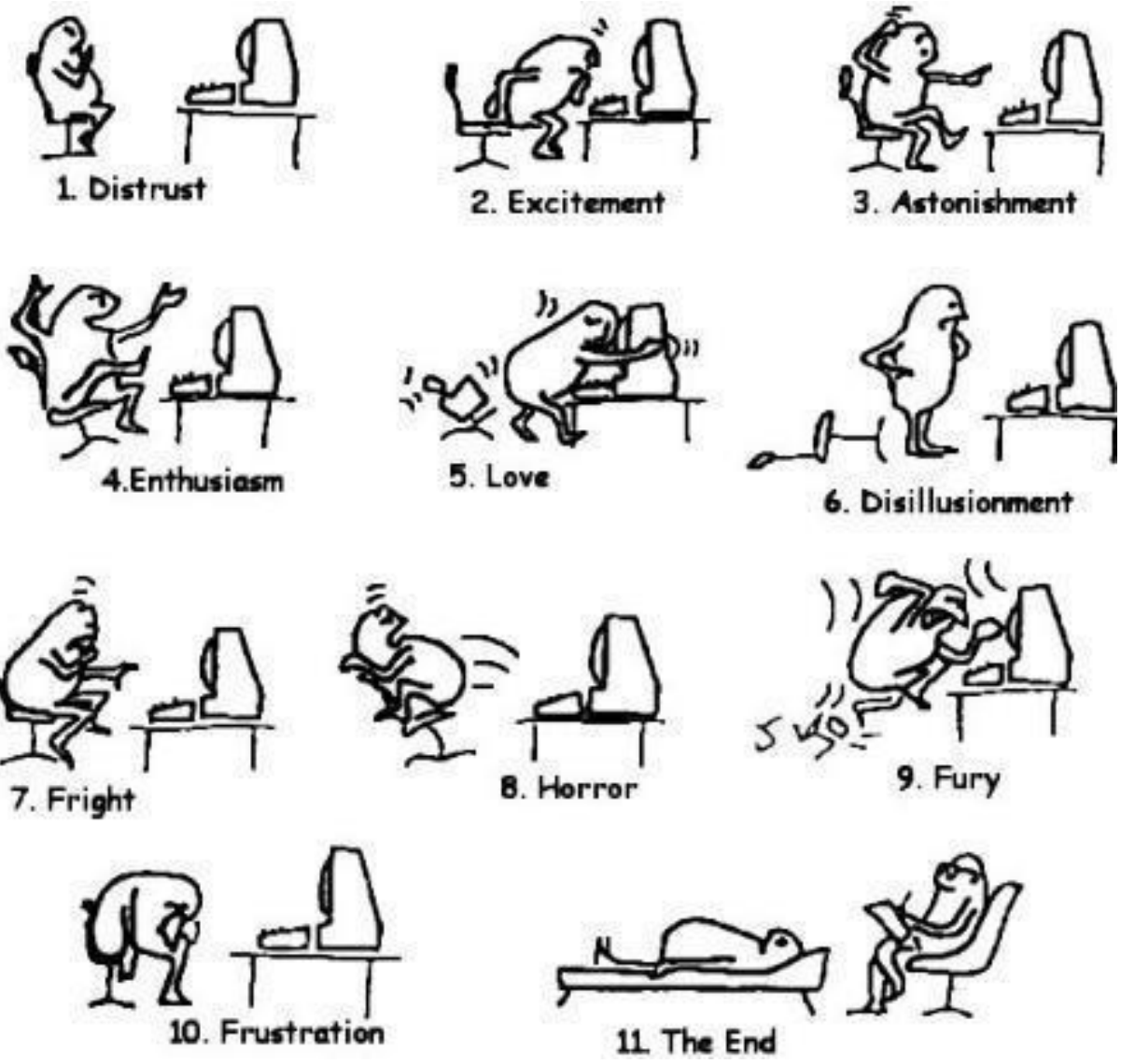


Schedule

- Phase 1
  - Focus: Project planning and setup, requirements analysis, initial design
- Phase 2
  - Focus: Implementation (including testing)
- Phase 3
  - Focus: Finishing and project delivery

Deliverables are not independent assignments

Warning!


1. Distrust
2. Excitement
3. Astonishment
4.Enthusiasm
5. Love
6. Disillusionment
7. Fright
8. Horror
9. Fury
10. Frustration
11. The End

Start planning early