Open Source
Summer Software Project
2016

Designed and Delivered
by
Murat Genc
Doctor of Professional Studies in Computing Candidate
mgenc@nyit.edu
mgenc@pace.edu
gencm@farmingdale.edu
genc@muratagenc.com

All students around the world are invited to join this Open Source Summer Software Project.
Please read on, and contact me via e-mail if you are interested.
Project start date is June 1st, 2016.

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1. Description:
The purpose of the project to get near-real-world experience on design and implementation of an Object Oriented Software. We will be using Agile Software Engineering techniques to analyze a problem, design a solution, and construct a working product. The problem definition will be given in detail which is building a Universal Database Management Tool.

2. Language:
Java will be the only language we will be using. Developers can use any IDE for their coding platform.

3. Platform:
Since the language used will be Java, the product will work on Windows, MacOSX and Linux, any desktop platform which has a JVM.

4. Requirements:
For coders, Java language is a must. If you are coming from another OOP language background, that is fine too since we will spend most of our time on designing the application.
We will also use GitHub to keep all our documents and source code. For those who are not familiar with GitHub, required support will be given in text and video format.
You will spend two to four hours a day for the project at most. However, you will have an option to join the project team as an Observer.

5. What to expect from this project:
You all learn at least one programming language during your college education. All the examples or projects used in programming classes have a very small scope and most of the time does not require or teach any software design skills. This project is designed to give you required experience on design and also implementation so that you can do better in the market after graduation.

6. Responsibilities:
There will be specific roles to work on certain tasks. But you will not be limited with one of those roles. You will be involved in all roles except the role Customer.
Tasks will be defined and announced at some point early during the project.
You will also need to read technical text, watch videos, and if you would like to be involved as a Developer, write code.

7. Licensing:
The product will have GPL license, Open Source, and will not use any commercial package, source code etc. It's a promise to you all that the product will never be sold or rented. It will be publicly available to anyone.

8. Benefits:
- You will have experience in Project Management, Object Oriented Software Design, Agile Software Development, Scrum and GitHub.
- You will be a part of a relatively large team and learn how to be a team player. This multi-cultural teamwork experience will be a valuable item in your resume.
- You will learn or improve your Java language skills, and probably go for Oracle OCA/OCP exams after completing the project.
- You will be able to use this experience by referencing the GitHub page, which will have a separate folder for the team members.
- You will not be paid for your volunteer work, but will be mentioned in the acknowledgements section of the book which will be written using this and many other similar projects after all.

9. Meetings:
If required, all meetings will be held on-line. Your geographic location is not an issue as long as you have an Internet connection.

10. Schedule:
A detailed schedule will be discussed and provided. Project start date is **June 1st, 2016**

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