

# **ASE 485 Being On The Same Page**

## **Finish HW1 (Deadline the end of 2nd week).**

If you finished any ASE courses with me, maybe, you already know most of the ideas.

If not, it's a good opportunity to learn the essential tools for ASE courses.

# Three Core Tools

( [https://github.com/nkuase/ASE/tree/main/ase\\_onboard](https://github.com/nkuase/ASE/tree/main/ase_onboard) )

## Marp Source Files:

- [VSCode](#)
- [Markdown/Marp](#)
- [GitHub](#)

## Converted PDF Files:

- VSCode:  
[https://github.com/nkuase/ASE/blob/main/ase\\_onboard/1\\_vsc.pdf](https://github.com/nkuase/ASE/blob/main/ase_onboard/1_vsc.pdf)
- Markdown/Marp:  
[https://github.com/nkuase/ASE/blob/main/ase\\_onboard/2\\_marp.pdf](https://github.com/nkuase/ASE/blob/main/ase_onboard/2_marp.pdf)
- GitHub:  
[https://github.com/nkuase/ASE/blob/main/ase\\_onboard/3\\_github.pdf](https://github.com/nkuase/ASE/blob/main/ase_onboard/3_github.pdf)

## For Windows Users

As a software engineering student, you will need to use Windows Subsystem for Linux (WSL) in ASE courses.

- Marp:

[https://github.com/nkuase/ASE/blob/main/ase\\_onboard/4\\_wsl2\\_linux\\_on\\_windows.md](https://github.com/nkuase/ASE/blob/main/ase_onboard/4_wsl2_linux_on_windows.md)

- PDF:

[https://github.com/nkuase/ASE/blob/main/ase\\_onboard/4\\_wsl2\\_linux\\_on\\_windows.pdf](https://github.com/nkuase/ASE/blob/main/ase_onboard/4_wsl2_linux_on_windows.pdf)

# Understanding Software Engineering & ASE Courses

( [https://github.com/nkuase/ASE/tree/main/ASE\\_story/SE](https://github.com/nkuase/ASE/tree/main/ASE_story/SE) )

- SE and ASE Courses:

[https://github.com/nkuase/ASE/blob/main/ASE\\_story/SE/se\\_and\\_ase\\_courses.pdf](https://github.com/nkuase/ASE/blob/main/ASE_story/SE/se_and_ase_courses.pdf)

ASE 485 is the capstone course of the ASE curriculum that integrates all knowledge and skills learned in previous ASE courses.

# Understanding ASE Team & Individual Projects

( [https://github.com/nkuase/ASE/tree/main/ASE\\_story/project](https://github.com/nkuase/ASE/tree/main/ASE_story/project) )

There are three important documents for ASE team and individual projects:

- [Project Theory](#)
- [Team Project Practice](#)
- [Individual Project Practice](#)

# Two Information Sources

## GitHub Repositories

- NKUASE/ASE (ASE Repo): General ASE Course Materials
  - <https://github.com/nkuase/ASE>
- NKUASE/ase485 (ASE485 Repo): ASE 485 Specific Materials
  - <https://github.com/nkuase/ase485>



## Canvas Page

- Schedules
- Announcements
- Assignment Submissions
- Grades

## Why Two Sources?

### 1. GitHub Repository

- Artifacts of the course
  - Documents: Slides, Project Prototypes, Code, and other files
- Students can access the materials before the course starts and after it ends

## 2. Canvas Page

- Course Management
  - Schedules, Announcements, Assignment Submissions, Exams, and Grades
  - Students need to log in to access the course materials
  - No access before the course starts and after it ends

# The Same Pattern for Students

## 1. Github Repository

- Students use GitHub Repo to share artifacts of the course
  - Documents: Slides, Project Prototypes, Code, and other files

## 2. Canvas Pages

- Students use Canvas Page for their schedule & progress management

# Peer Review

- About 90% of this course is evaluated by peers.
- 60%: project evaluation by peers
- 30%: learning with AI by peers

So sharing artifacts via GitHub repo and managing progress via Canvas page is essential for this course.

# Remember

1. You are good (whether you know it or not), and you can do anything if you make the decision and take the responsibility (not making the decision is also a decision).
- No matter what decision you make, you will be hugely successful, but if you make the decisions early, your success will come quicker.

2. Do any of the ASE 485 work **for you**, not for me.

- If you make high-quality results as a professional software engineer, you will get a high grade because your peers will **clearly see** it.
- Even if it is not the case, you have nothing to lose, because you do it for yourself, and not waste your time.

3. Don't ask me "What do you want?" or "What should I do?"

- You know my answers: "I want you to be as successful as possible" and "Do your best to prove that you are a professional software engineer (problem solver)."
- Your peers will **clearly see** how professional you are via your work artifacts and progress management.



4. If you need my help, you need to let me know.

- I can help you only when I know your goals and/or situation.
- I will assume that everything is fine, and you have some personal reasons that I don't need to know if anything is not exactly what we expected, and manage the course accordingly.