

Software Development Processes

February 4, 2021

Overview

1 Background

Pomodoro Lectures

- Time management technique
- I will set a timer and stop every 20 minutes
- You go to break out rooms with a short activity (suggestions are in boxes like the one below) for 5 minutes
- You will report back and then we'll start another 20 minutes

Two Truths and a Lie

Dr. W. likes it when people ask questions; Dr. W. is never available outside of class; Pomodoro is a technique that can be used to make progress on any task

Keep In Touch

- We do this best if we do it together.
- Discord
 - I emailed you a link to join if you haven't yet.
 - Channel for our class
 - Feel free to create sub-channels for specific topics
 - DM in Discord gives us better history than email (and I see it faster)
- PLEASE contact me for help early and often - availability is my strong suit!

Syllabus

gitlab Repository I will post everything related to this class in the engineering school gitlab (gitlab.engr.ship.edu) in a public repository named SWE415.

textbook It's a fast read and the final exam is in two and a half weeks

Personal Log Not a work log - a log of your thoughts about what is happening

CATME Feedback from your teammates

Status Meetings Feedback from you and from me

Professionalism Grades

Projects! part 1

Data Science Mine a repository of information about emails to try
to predict the time it takes to write an email

Wonderfall 2.0 Video . . .

Projects! part 2

Tracking Productivity: Tool to help people understand how/when they are using various applications/websites

- DeskTop App
- maintain a white list of applications that the user wants to track
 - record the times when those applications are the currently running application
 - a UI for visualizing the data that has been gathered

- Chrome Extension
- maintain a white list of sites the user want to track
 - record the times when those sites are the active tab

Cloud API Build an API that stores/retrieves the whitelist(s) and the data from either tool using google cloud platform