CMPT 373
Software Development Methods

Introduction

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  - Nick Sumner (wsumner@sfu.ca)
  - Research Faculty

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  - OR: just search for “CMPT 373 sumner”

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- Where can you discuss course issues?
  - CourSys (https://courses.cs.sfu.ca/2016fa-cmpt-373-d1/discussion/)

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- My perspective… hands on experience
  - workflows
  - tools
  - project management
  - writing better code
  - dealing with a (possibly troublesome) customer
  - dealing with (and avoiding) problems

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- My perspective… hands on experience
  - workflows
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  - project management
  - writing better code
  - dealing with a (possibly troublesome) customer
  - dealing with (and avoiding) problems
- Slightly different than many courses
  - Less emphasis on “getting the right answer”
  - More emphasis on being aware & using the right skills

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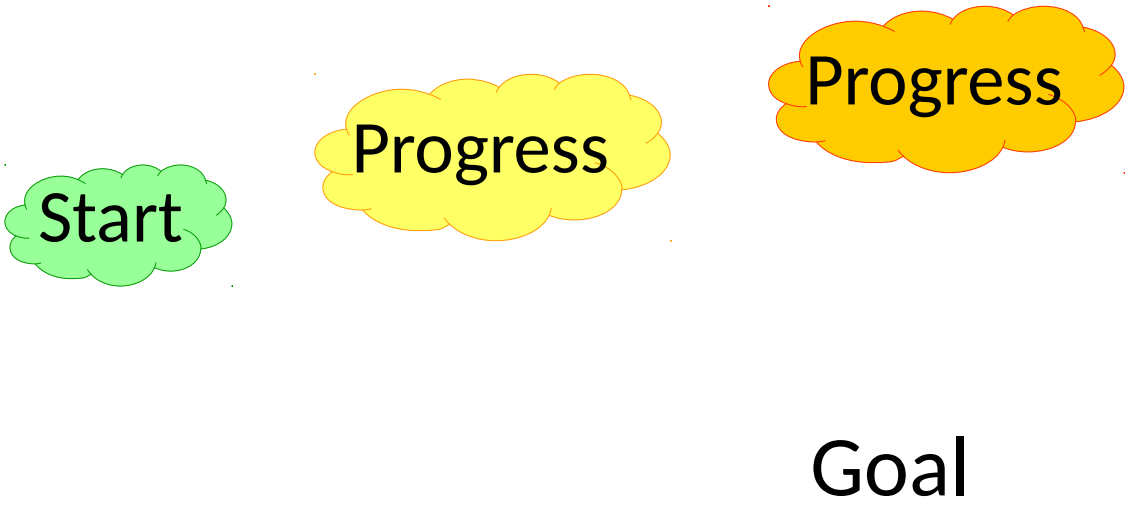
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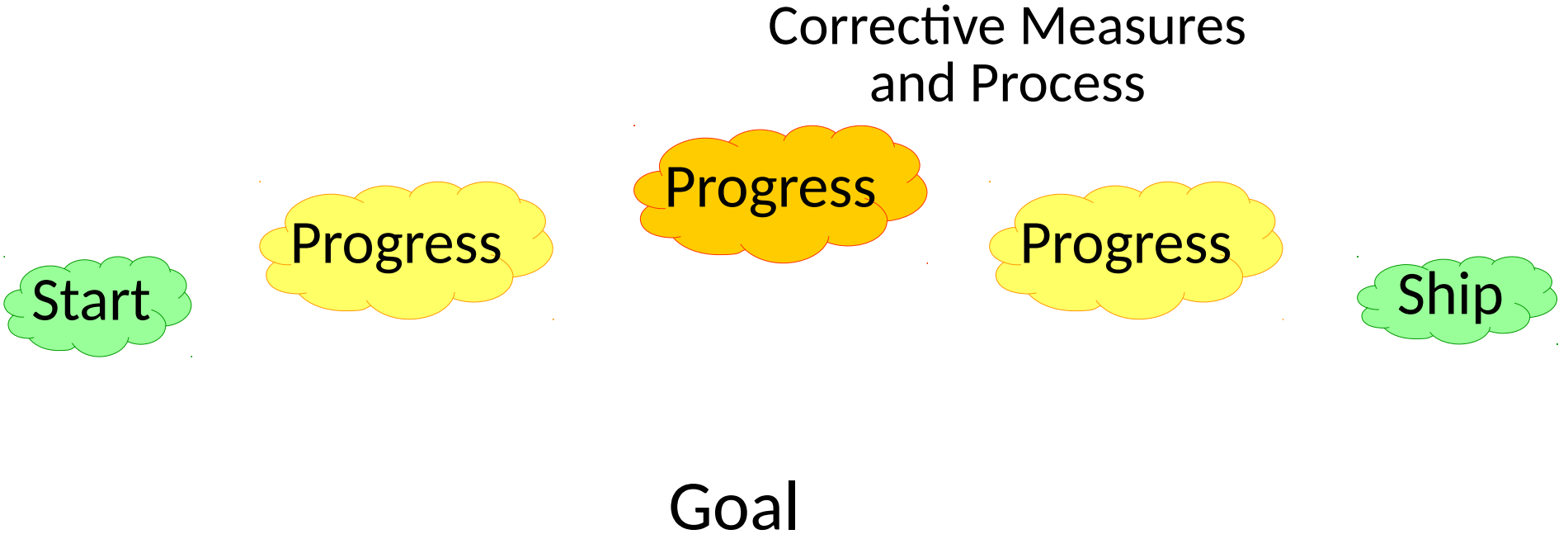
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- Most graduates with a CS degree are not ready
  - Software engineering is about *process* and *awareness*
  - Software development is a *craft* that requires practice
- Hands on experience yields an advantage
  - You can better understand how to create a product that has value both now and in the future.

What will we be doing?

- On your own
  - Reading (From 2 books)
  - Exercises with tools

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  - Exercises with tools
- In groups / tutorials
  - One development project with unclear requirements
- In class
  - Introduction to tools and techniques
  - Discussions about the reading
  - Discussions about the tools
  - Discussions about code

Grading

- Subject to change as necessary
- Breakdown:
  - (15%) Responses to reading
  - (15%) Participation in class discussions
  - (45%) Useful contribution to semester project
  - (25%) Exercises

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- First assignment posted after class

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- All requirements gathering & customer interaction happens in the tutorials
- Different teams (of 8) may receive different requirements
- You should expect to *personally* contribute >= 1K quality SLOC in order to receive a good grade

Project code policy

All code pushed to a project repository may be viewed, analyzed, and critiqued by all students ***in class*** (even in future semesters).

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- Following an informal scrum-like process
  - Each tutorial meeting will involve:
    - Discussion of what you did since the last meeting
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- I will act as both customer & coach during tutorials

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- In class discussions of both code & readings focus thematically on one core issue:

Complexity

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  - Requirements will change in practice.
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  - Better designs & process will make the transitions easier.

And we’re off…