CMPT 373
Software Development Methods

Introduction

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

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    (Link in description)

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  - tools
  - project management
  - writing better code
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- Slightly different than many courses
  - Less emphasis on “getting the right answer”
  - More emphasis on being aware of trade offs & using the right skills

Why take this course?

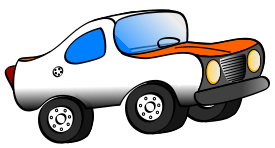
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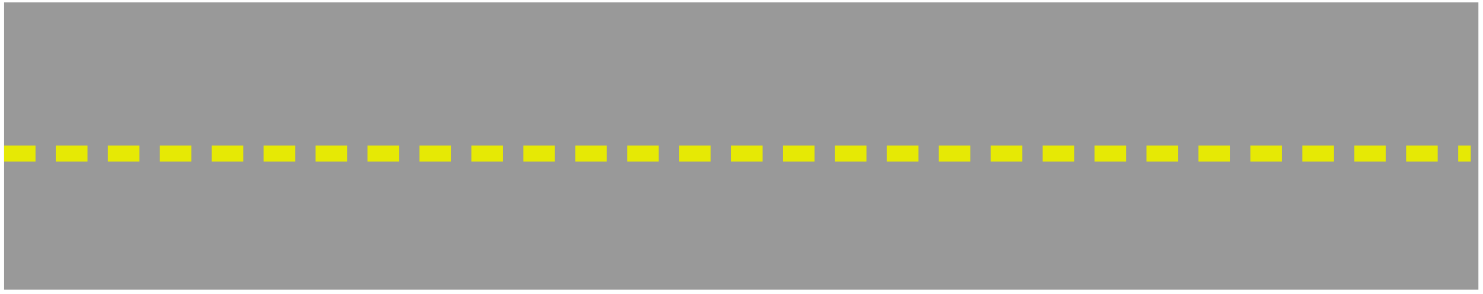
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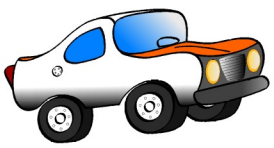
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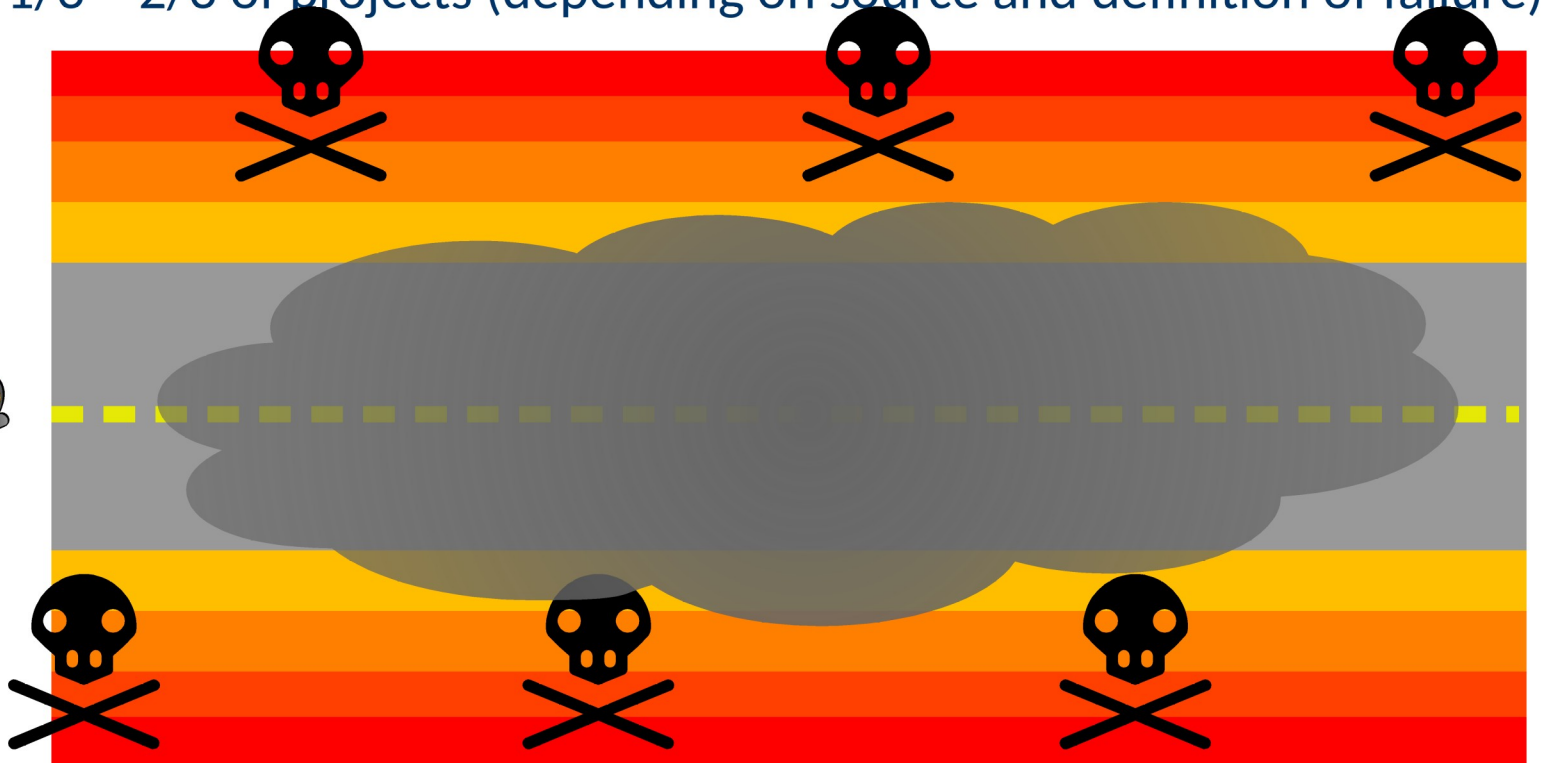




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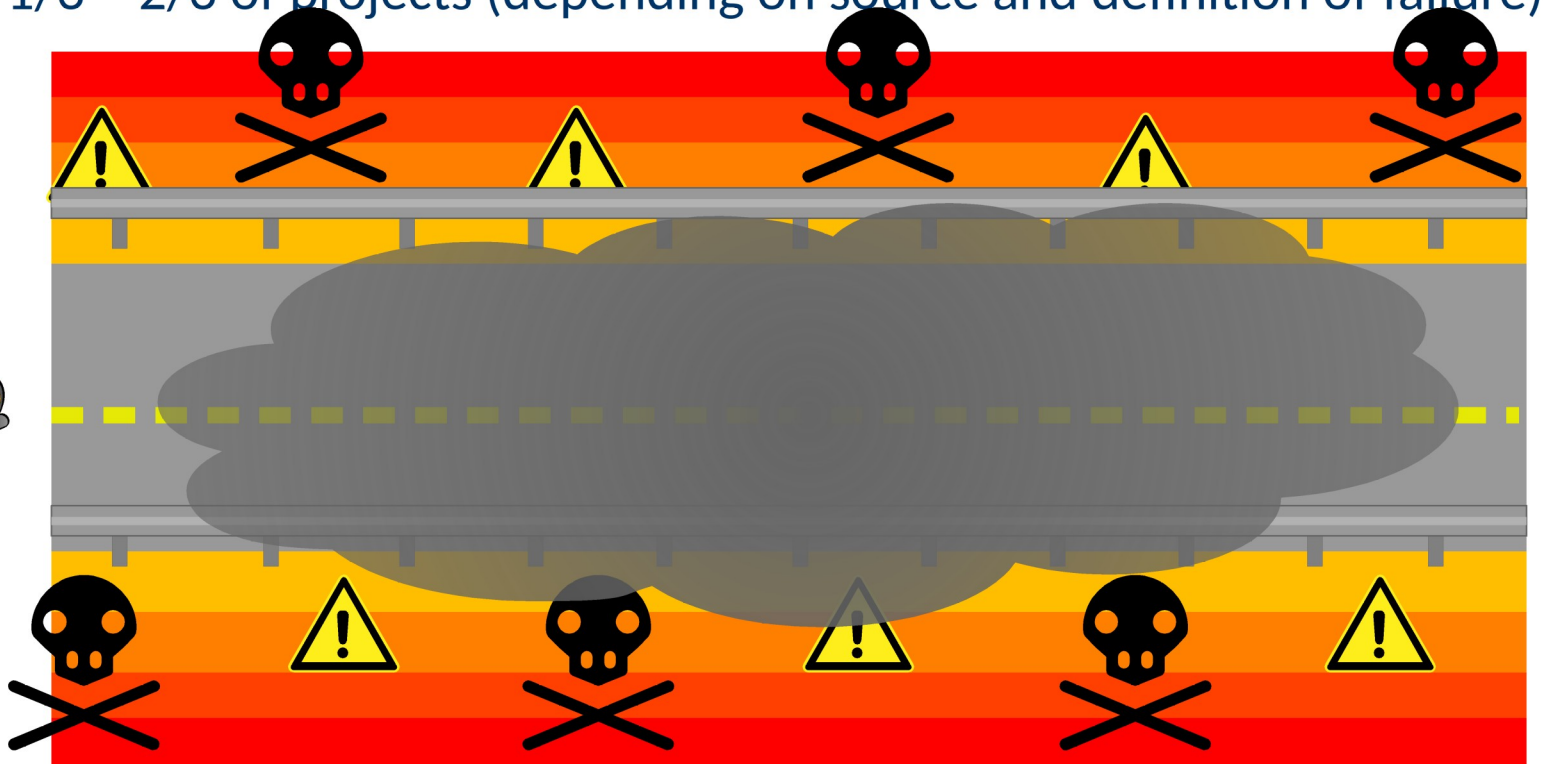




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- Most graduates with a CS degree are not ready
  - Software engineering is about *process* and *awareness*
  - Software development is a *craft* that requires practice
- Hands on experience yields an advantage
  - You can better understand how to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

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- On your own
  - Video lectures
  - Reading
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  - Exercises (tools, programming techniques, workflows)
- In groups
  - One development project with unclear requirements
- In class
  - Practice the techniques learned
  - Q&A about lecture material
  - Discussions about the reading, tools, programming, term project
  - Meeting with your adversarial customer

Grading

- Breakdown:
  - (10%) Responses to reading
  - (10%) Class discussions & code reviews
  - (25%) Exam
  - (25%) Useful contribution to semester project
  - (30%) Programming exercises

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- Late Policy
  - 3 late days to use throughout the semester (on exercises & reading responses)

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  - Often ~200 pages per 1-2 weeks
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  - A 2 page critical reaction to the reading
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- First assignment posted after class

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- Your first exercise on prerequisite skills is available now!

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

Complexity

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- Different teams may receive different requirements
- You should expect to *personally* contribute >= 1K quality SLOC in order to pass

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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  - Each team meeting will involve:
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- I will act as both customer & coach

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- Manage complexity & change
  - Requirements will change in practice.
  - I will try to change requirements that force design changes.
  - Better designs & process will make the transitions easier.

- And that’s it for now.
- I hope you’re ready for an interesting and collaborative semester.