

Student Originated Software – Fall 2003

Week 3 Assignments

October 13-17

Monday:

OOP Assignment due: P. 63-65: Exercises 1, 6; P. 82: Exercise 1, 2, 4*, 5* (See OOP WebSite)

Project Champions – email chris harchr25@evergreen.edu with your vision statement and any additional material (e.g., scope and objectives) OR put this up on a web site and email her the url.

Tuesday:

OOP Be prepared to start next week's assignment in the lab.

Champions, be prepared to present your project risks and benefits, either today or Thursday.

Wednesday:

OOP See OOP syllabus.

OOAD Read Chapter 7 -- *Using UML Use Case Models, Analysis Classes, Collaborations*
Carefully read Monday's handouts; come to class with questions.

Thursday:

Seminar *GoTo*.

Bring any questions about the paper.

OOAD Case Study Assignment 3 – Glossary and Domain Model; due at 5 pm.

Please "word process" or use Rose on the OOAD assignments, i.e., don't hand in handwritten assignments....

Friday:

1st Seminar paper (3-5 pages, double spaced, 12 point font) due by 5pm. Email of word doc to judyc ok.

Email Html to sherri or hardcopy to sherri seminar mailbox. From our meeting of last Thursday, here are two paper topic ideas, and some criteria for evaluation:

Two Sample Topics

1. Consider what you know of the software industry today. Pick 3 ways in which you believe software development differs significantly from the development process described in mmm (and why) and 3 ways in which you believe software development supports the views expressed in Mythical Man Month.
2. Why is the Windows, Icons, Menus, Pointing interface (WIMP) interface such a triumph and can its advances be extended to other domains? What generalities can we take from this model of interface and how does it affect development?

Remember - be very specific in your examples! Hand-waving is not compelling.

Six Criteria we will use in evaluating your writing. Note that we will consider the first two or three first. If your paper needs a lot of help in those criteria, we might not get any further, though we will always try to give you feedback on (5), assuming we can figure out what your main idea is!

1. Are there technical errors, such as misspelling, grammar, non-justifiable non-sentences, etc. ? These detract from the reader's ability to focus on your idea and your argument.
2. Is the main idea obvious?
3. Does the writing hang together, i.e., is there an identifiable and appropriate structure to the piece. For example, if it is an essay, does the first paragraph have a clear statement of the main idea, or thesis, and then go on to tell us how the paper will proceed. Does the body of the paper then do what it says it is going to do? Finally is there a final paragraph that restates the conclusion and summarizes or has another such appropriate 'ending'.

Weekly Assignment Fall 01

4. Is it clear who is the audience for the paper, and if so is it appropriately pitched? In general, for these papers, the audience is peer software engineers (including the faculty) who the author is trying to convince of his or her idea. In effect, we are software engineers, of various levels of experience trying to come to some conclusions among our team on good software practices.
5. Is the main idea interesting and catch my attention. Is the piece persuasive?
6. Does the piece convince its reader that the author has read the book, and internalized its critical ideas as per the major themes of the program?

Other less obvious criteria for good writing include: topic sentences in each paragraph, inventive and appropriate metaphors and other figures of speech, accurate and vivid descriptions, a personal voice.

Monday October 20.

Programming assignment due.