

**Week 6 Assignments**

November 3-7

**Monday:**

OOP lecture as usual

OOAD Take Home MidTerm Distributed; due Wednesday at 11am

NO 1-3 Workshop this week (time to work on MidTerm Take-Home).

**Tuesday:**

OOP Lab as pe usual

Sherrri Team Meetings 1-3 in Lab I 1047:

1:00 – Concurrency

1:30 – Engine Mgmt

1:50 – Paper Airplane

2:10 – 3D Game

2:30 – IRCD (if Greg wants an additional consult)

**Wednesday:**

OOAD in class midterm (at 11am)

OOP lecture as usual (but at 12:10)

**Thursday:**

Seminar *Things That Make Us Smart*, Ch 6-10. We will meet as one group.

1-3 (Faculty Retreat) Time Available for Project Team Meetings

**Two Launch Auction Use Cases due on Thursday at 5pm, unless you've already handed them in.**

---

**Friday November 6**

Paper #2 due by 5pm. Sample questions to write on :

1. Discuss if UML is a good mental artifact. Consider its role as a way to extend our mental capacities, as suggested in the text.
2. Does software provide good artifacts? If so, in what way? If not could it?
3. Discuss the role that an IDE has in software development. What kind of metaphor does it provide?

These questions are really all related. For instance, if you believe that an IDE is a useful artifact, an IDE itself is a piece of software. If we consider that artifacts may be combined to produce further artifacts, we might consider an IDE+UML as one larger artifact.