

Student Originated Software Fall Quarter 2001-2002 At a Glance

Week	Monday		Tuesday		Wednesday		Thursday	
	OOP 10-11	OOAD 11-12	Sem 10-12	OOP Lab 2-5	OOP 10-11	OOAD/Case Study 11-12	OopHelp 10-12	Projects & Visitors 2:30-4 pm
I 9/24	Assessment Fundamental OOP	Intro	<i>Code Complete</i> Ch 31, 32 p 755-791	Retreat 1-3:30 Longhouse	Design Budd 1-3	Problem Domain Fowler 1,2,4 Quat 1,2,4, 6 (p89-97), & 8	First Lab Budd 4 CRC bb	Brainstorming Potential Projects
II 10/1	Types Accessors, Constructors, Interfaces Budd 5-6, 17	Problem Domain	<i>Close to the Machine</i>	Ball Worlds Cannon Game?	AGH 1,2 Visitors (Sun, IDX) GlenKrieckenbeck Quentin King	Use Cases Fowler 3, 9 (p 135-137); Quat - 3 (p 21-29,32-38)	Pgm'gAss't Due at 2:30pm	More Brainstorming Potential Projects
III 10/8	Collection classes Mouse listeners threads, exceptions Budd 7, 18 LaunchAuction Classes	Use Cases	<i>Things That Make Us Smart</i>	Pinball?	Graphics classes AGH 3	Use Case Realization Quat - Ch 3 (p 29-32, 38-47) & Ch 5 (p 73-76,84-85)	Pgm'gAss't Due at 2:30	Potential Projects
IV 10/15	Inheritance & composition Budd 8-10 LaunchAuction attributes	Use Case Realization	<i>Mythical Man Month</i>	Solitaire?	Substitutability (is-a, has-a) AGH 4	OOAD Midterm Exam (reading TBD)	Pgm'gAss't Due at 2:30	Organize the Teams
V 10/22	OOP Midterm Exam	Collaboration Model	<i>Code Complete</i> 1, 2, 6.1, 6.2, 7, 9, 24	TBA	Collection classes Budd 11-12, 19 AGH (16)	Design model Quat - 6 (p77-82) & Ch 7	Pgm'gAss't Due at 2:30	Project Dynamics Running a meeting, agendas, minutes, status reports, issue tracking UWCSE: Witten, Digital Lib
VI 10/29	Overload, override Abstract methods I/O Streams Serialization Budd 13-14, 21	Design model	<i>Insanely Great</i>	Callbacks LaunchAuction App	The AWT AGH 5,6 (15)	Exception Handling Quat - Ch 9 Fowl - Ch 8 & TBD	Pgm'gAss't Due at 2:30	Faculty Retreat Project teams meet
VII 11/5	Design Patterns, Budd 15, 16 LaunchAuction code	Testing	<i>The Microsoft Edge</i>	VAJ GUI Builder	Control Flow, Exceptions AGH 7,8	Implementation Quat - Ch 11, Fowler Ch 10 & 11	Pgm'gAss't Due at 2:30	Estimating Workshop
VIII 11/12	Applets Budd 21	Deployment Fowler Ch. 10 Kruch. Ch. 15	<i>Cathedral and the Bazaar</i>	OOAD CAB 110 OOP Lab Thursday	Strings,Threads AGH 9,10	Due: EURENT Deployment Plan OOAD EXAM	OOP Lab LaunchAuc GUI	SOS Alum Panel
Thks!	Thks!	Thks!	Thks!	Thks!	Thks!	Thks!	Thks!	Thks!
IX 11/26	OOP EXAM Take home part due Tues 2pm	Q&A Case Study.	<i>Where Wizards Stay Up Late</i>	Case Study Work	Wrappers, reflection & loading AGH 11	Debrief OOAD Final Exam	Case Study Work	Project Mtgs w/ Faculty Case Study Notebooks Due at 2:30pm
X 12/3	Debrief OOP Final Exam	No lecture	No Sem	Case Study Faculty Demos	No lecture	No lecture	Project Notebook Due Project Presentations	
Eval 12/10	Eval Week -- Individual Conferences -- Tuesday thru Friday Self Evaluations due							