Note:

Monday:
OOP   Read Budd, Chapters 7 & 18 by Monday.
     * * * Project Assignment
     Hand in *Interest in Projects List* by 10:00

Tuesday:
Seminar   Read **Things That Make Us Smart** by Donald Norman (For slow readers concentrate on pp 1-184.)

     * * * Writing assignment due at 10:00 – one page max
     Choose one of the following
     1) Pick a shareware program and write a company memo evaluating the interface according to Norman's design principles. Make a recommendation about whether to implement this program for your company.

     2) In Chapter 1, Norman presents some general ideas for how he thinks technology should be molded for humans.   In chapters 2 through 7 he refines those, and in each chapter you will find at least one main idea that could be used as a guiding principle in designing software that will make a user "smart". As you read chapters 2-7, jot down what you see as one or two of the main ideas of each chapter. Pick one of those ideas and write about why you would like to work on a year-long project that developed software with that principle and what you would have to do to design to that principle. How would you determine if your software project met that principle?

     3) Write a paper on the author's conclusions / responses as described in the seminar syllabus

Wednesday:
OOAD   Read Chapter 3 (p 29-32, 38-47) & Chapter 5 (p 73-76, 84-85) in Quatrani.

OOP   Read AGH Chapters 3

Thursday:
OOP   * * * Programming assignment 3 – Budd, Ch. 7, Ex. 2,3,4 (5 optional); Ex 8,9 (for intermediate and advanced); 8,9 (for advanced); due at 2:30 pm

OOAD   * * * Case Study Assignment 3 – Use Case Model; due at 2:30 pm.