

CMPT 373
Software Development Methods

Introduction

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

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- Who is your TA?
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- What is the course website?
 - <http://www.cs.sfu.ca/~wsumner/teaching/373/>
 - OR: just search for “CMPT 373 sumner”

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- Where can you discuss course issues?
 - CourSys
(<https://coursys.sfu.ca/2019sp-cmpt-373-d1/discussion/>)

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- What have you heard?

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- My perspective... hands on experience
 - workflows
 - tools
 - project management
 - writing better code
 - dealing with a (possibly troublesome) customer
 - dealing with (and avoiding) problems

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 - workflows
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 - writing better code
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- Slightly different than many courses
 - Less emphasis on “getting the right answer”
 - More emphasis on being aware & using the right skills

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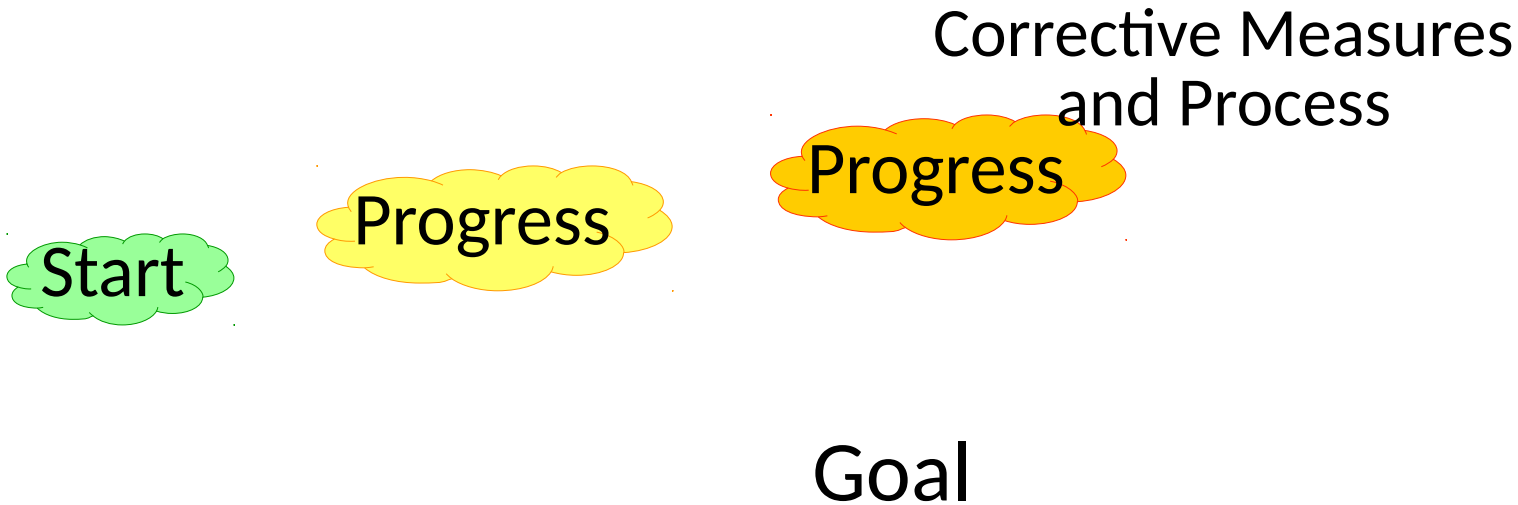
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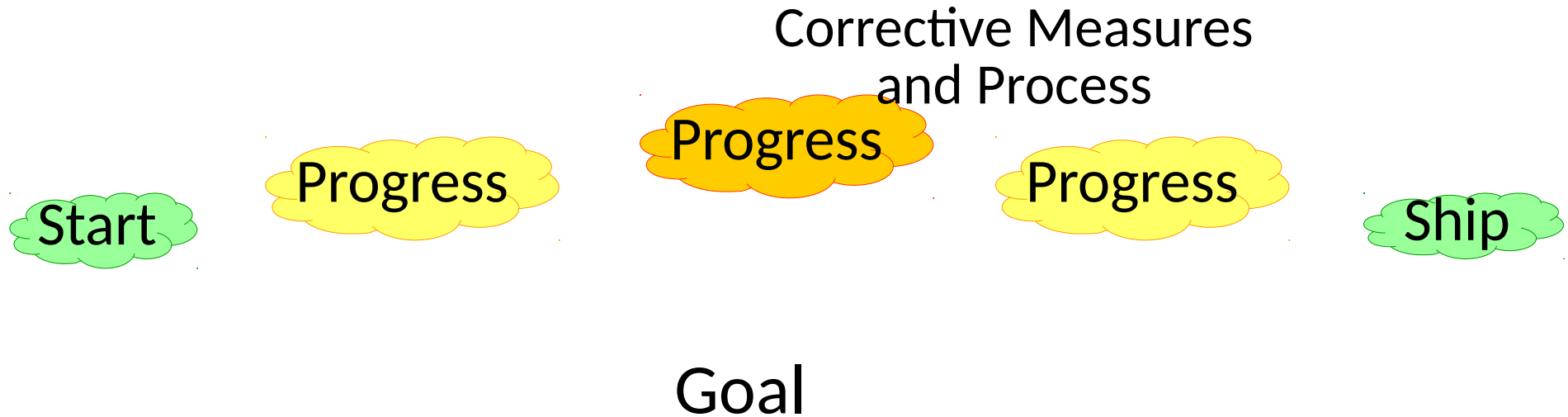
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 - Software engineering is about *process* and *awareness*
 - Software development is a *craft* that requires practice

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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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 - Reading
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- In class
 - Introduction to tools and techniques
 - Discussions about the reading
 - Discussions about the tools
 - Discussions about code

Grading

- Subject to change as necessary
- Breakdown:
 - (20%) Responses to reading
 - (25%) Exam
 - (15%) Class discussions & code reviews
 - (30%) Useful contribution to semester project
 - (10%) Exercises

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- **First assignment posted after class**

Quizzes

- Pop quizzes may be given *throughout* the class
- Cover material from:
 - Reading
 - Videos
 - Exercises
 - Lectures
 - Discussion

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

Complexity

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- The requirements of the project *will change*
- You will use (and be evaluated in part on) skills from the exercises in the project
- Different teams may receive different requirements
- You should expect to *personally* contribute \geq 1K quality SLOC in order to receive a good grade

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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- **Following an informal scrum-like process**
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 - Discussion of what you did since the last meeting
 - What the present obstacles are to meeting goals
 - A plan for the next meeting

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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 we're off...
