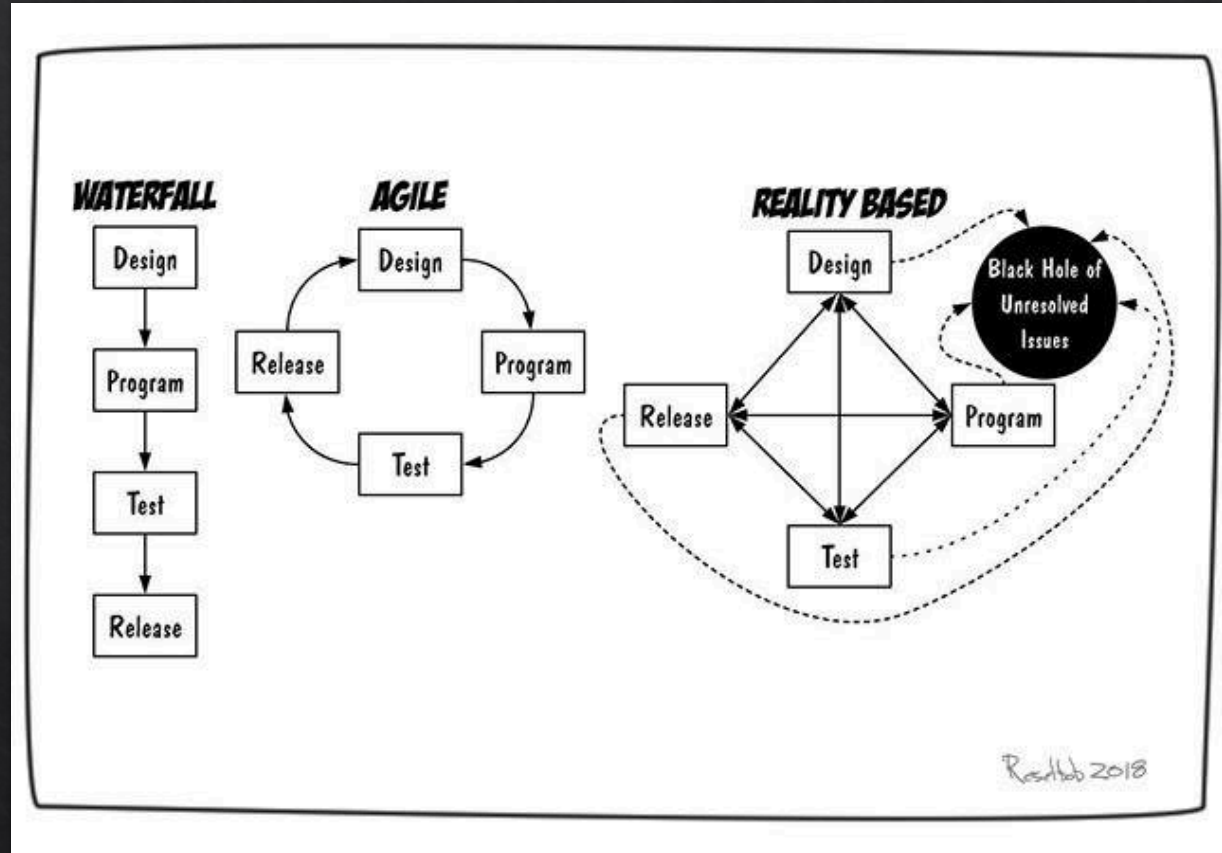


Fall 2018
Bruce F. Webster

CS 428
Software Engineering
Course overview

Why this course?



Goals for CS 428

- ◇ To better understand the root causes of success and failure in real-world software development projects
- ◇ To gain practical experience with the fundamentals of the software development lifecycle (SDLC), including problem definition, analysis, requirements, architecture & design, implementation, quality assurance
- ◇ To better understand the sociological and interpersonal nature of software development, including project management, team dynamics, communications, role assignment, and conflict resolution
- ◇ To learn to self-manage within a dynamic, changing, and inherently ambiguous work environment.
- ◇ To learn to manage orders of ignorance as a professional life skill.
- ◇ To help you decide whether or not you should go work for that company/startup that just made you an offer.

How the class runs

- ◇ Class website: cs428.cs.byu.edu
- ◇ Slack: cs428byu.slack.com
- ◇ Project Wikis: https://github.com/cs428TAs/cs428_f2018/wiki
- ◇ Assignments and tests: [Learning Suite](#)
- ◇ We meet here every Monday from 2 to 4:30 pm
 - ◇ We'll typically have 1 or 2 'biology breaks' during each class
 - ◇ Latter portion will be devoted to team meetings
- ◇ Attendance counts as 8% of grade (-2% for each missed class); roll will be taken each class
 - ◇ Excused absences can be made up with my approval by watching video of lecture
- ◇ **NO OPEN PHONES / TABLETS / LAPTOPS DURING CLASS**
 - ◇ Get used to taking real physical notes
- ◇ TA: Tanner Yorgason— office hours, cubicle location posted on class website, Learning Suite

Grading overview

- ◇ Attendance: 8% (-2% for each class missed)
- ◇ Readings: 24%
- ◇ Podcasts: 10%
- ◇ Midterm: 25%
- ◇ Projects: 33%
- ◇ Extra credit: up to 8%
 - ◇ 8% for addition approved book readings

Readings (24% of grade)

- ◇ Books (you are responsible for obtaining these) – worth 5% each
 - ◇ **The Mythical Man-Month** (Anniversary Edition), Fred Brooks (selected chapters)
 - ◇ **Peopleware** (3rd ed.), Tom DeMarco & Timothy Lister
 - ◇ **Accelerate**, Nicole Forsgren *et al.* (selected chapters)
- ◇ Online readings (each worth 1%)
 - ◇ “The Five Orders of Ignorance” by Philip Armour
 - ◇ Selected sets of readings written by yours truly (Webster #1 through #8)
- ◇ Note: these readings will be very significant for the midterm
- ◇ Reading completions are logged in Learning Suite
 - ◇ Don’t get behind, but you can read ahead as much as you’d like

Video podcasts (10%)

- ◇ Starting this week, you will need to watch one (1) online video podcast each week, for a total of 10 podcasts
 - ◇ You're choosing from a set of over 20 podcasts, so you can focus on your particular interests
 - ◇ Note that there are a few gaps in the semester schedule (midterm, Thanksgiving, etc.) where no podcast is due
 - ◇ You can certainly work ahead
- ◇ Each watched podcast counts as 1% of grade

Midterm (25% of grade)

- ◇ Only test for CS 428 (no fina)
- ◇ Open-book, open-note, open-device test (Monday, November 19) via LearningSuite
- ◇ Expect it to take 1.5 to 3 hours (timed with 3 hours max duration)
- ◇ Must get at least 60% on the midterm to pass the class
- ◇ Sample question:

You have been working for BigCorp for a year or so, mostly doing bugs fixes and feature ad-ons for an existing in-house software system, ROVER. BigCorp now would like to replace ROVER with a new, rewritten-from-scratch system (code name OTTO), which will be hosted on AWS, a cloud service that BigCorp has not used previously. They ask you for your opinion as to both the potential risks of the OTTO project, as well as any recommendations as to how to increase the likelihood of success. At this point, there are no schedule or budget constraints.

For five (5) points each, list at least two (2) major risk factors that you see with this project, as well as three (3) recommendations for how to best approach the project, with at least one citation for each.

“Kickstarter” Projects (33% of grade)

- ◇ Everything will be run through and submitted to GitHub
 - ◇ https://github.com/cs428TAs/cs428_f2018/wiki
- ◇ Everyone needs to create or join at least one (1) project idea this week on GitHub
- ◇ Everyone needs to vote on three (3) projects on GitHub by start of class next week (9/17)
- ◇ Next class (9/17), we'll narrow list down to final set of projects with 6-9 people on each
- ◇ Goal is to iterate through software development lifecycle process
- ◇ As a team, will have to produce SDLC deliverables and product demos
- ◇ Weekly status reports required from each project, with “billable hours” for each team member
- ◇ For ideas, templates, and examples, look at prior semesters' wikis:
 - ◇ https://github.com/cs428TAs/cs428_w2018/wiki
 - ◇ https://github.com/cs428TAs/cs428_f2017/wiki

Weekly Project Status Reports (starting 9/22)

	A	B	C	D	E	F	G	H	I	J	K	L	M	N			
1	Project Name					Date				Project Manager							
2	Project Summary (including redirection)					Key Tasks			Progress	Status	Finish						
3									90%	On Track							
4												70%	Possible Delays				
5												43%	Delayed				
6												26%	Complete				
7												78%	On Track				
8												0%	Future Task				
9												0%	Future Task				
10												0%	Future Task				
11	Tasks Completed					Tasks Delayed			Tasks Planned								
12																	
13																	
14																	
15																	
16																	
17	Team Members -- Billable Hours					Key Project Risks and Issues											
18	Name	Role/Task	Hours	Type	Risks or Issue Description												
19			0.0	Risk													
20			0.0														
21			0.0														
22			0.0	Issue													
23			0.0														
24																	
25																	
26																	
27																	
28	Total		0.0														

Project Deliverables

- ◇ #1: Wiki setup (9/22)
- ◇ #2: Organization chart and role descriptions (9/29)
- ◇ #3: Requirements document (10/6)
- ◇ #4: PERT and Gantt charts (10/13)
- ◇ #5: Architecture & design documents (10/20)
- ◇ #6: Test plan and specification (10/27)
- ◇ #7: Code review – **individual signoff** (11/10)
- ◇ #8: In-class demo of work-in-progress [+ updated docs] (11/12)
- ◇ #9: Video presentation and final demonstration [+ updated docs] (12/10)
- ◇ #10: Project post-mortem/lessons learned – **individual signoff** (12/13)

Opportunities for extra credit

- ◇ Extra credit books readings (up to 8%)
 - ◇ The CS 428 website has a list of pre-approved books for extra credit (2% each)
 - ◇ When you have read the book, you must schedule an appointment with me to talk about it
 - ◇ If you want to read a book not on the list, you have to get it approved by me first

Getting to know each other

- ◆ Me (brucefwebster.com, bfwa.com)
 - ◆ BSCS (BYU, '78); graduate work in CS (U of Houston/Clear Lake, 80-81)
 - ◆ 44 years of working in the information technology industry
 - ◆ Two software startups, contribution to multiple commercial & in-house software systems
 - ◆ Since 1995, heavy professional focus on why IT projects succeed and fail
 - ◆ Corporate consultant on troubled IT projects (size up to \$500 million)
 - ◆ Testimony before Congress, presentations at conferences, published books and articles
 - ◆ Expert witness in lawsuits involving troubled/failed projects (size up to \$1 billion)
- ◆ You
 - ◆ Why you're taking this class
 - ◆ What you hope to get from it
 - ◆ Plans after graduation