

Project: Implementation Instructions

Due date: Monday, March 15.

Implementation Overview

In the time remaining in the course each team is tasked with the completion of the project. By this point, each team should have the following project-related assets:

- Completed E-R model of the database.
- Relational database model. (at 95-100% of completion)
- Bulk loader/ other means of creating a test database.
- Initial software design which specifies how each use case will be addressed.

The key remaining task each team has to complete is **implementation of the software application**.

Timeline

The implementation shall be conducted outside of classroom/lab periods, except when specifically noted. After the mid-term, lab periods will be used for assignments related to the on-going course content. Each team is responsible for setting up and maintaining a realistic implementation schedule and for all communications between team members concerning the project matters.

To ensure that the work on the project is spread relatively evenly over time, and to provide you the opportunity to solicit and obtain final customer comments, Tony Casparro will visit our lab on **Monday, March 1**. Each team will have a 10-15 minute window to demonstrate Tony the progress of the application, and discuss any outstanding issues.

Final Deliverables

The final deliverables of your project are:

1. [**Electronic copy only.**] All source code for the database application. This should be uploaded to the course wiki's SVN repository.
2. [**Electronic copy only.**] Bulk loader code.
3. [**Electronic and hard copies.**] Application documentation. A brief description of the installation and operation procedures for your application.
4. [**Electronic and hard copies.**] E-R and database model. The final versions of your E-R diagram and the relational database model
5. [**Electronic and hard copies.**] Changelog/Activities report. A combined log of changes you've made to your design and implementation over time and other important activities you were engaged in during the implementation stage.
6. [**Electronic and hard copies.**] Experience report. Short narratives from each team member discussing their overall project experiences. What was your role? What was interesting? What was boring? What was hard? What was easy? What was new? What was a repetition of activities from other courses/jobs?
7. Project demo. To be given during the finals week. (schedule TBD).

Experience Report

The **final evaluation** for CSC 366 this quarter is the **individual experience report**. The report shall describe what you have done for the project, and share some of the project experiences. I am interested in knowing your general opinion about the project, how prepared you were for it, how useful the course material (and which parts of it) was in your actual work on the project. I am also interested in learning which parts you thought were hard and/or easy, which parts were interesting and which were boring.

There is no set format for the report — I suggest a short essay/paper, but other formats that clearly state your experiences (e.g., a collection of blog posts, etc.) are acceptable as well. However, *because the experience report is your final evaluation, I suggest that you put serious thought and effort into preparing it.* The reports will be evaluated and their grade will be a separate score towards the final course grade. It will be worth up to 5% of the total grade.

Please note: the experience report should document your personal experiences, and should not be treated as the means of taking revenge on your teammates for (percieved) lack of effort.

Submission Instructions.

- **All eltronic deliverables** should be made available on the course wiki. The deadline for all deliverables except for the source code and the experience report is **Monday, March 15**. The deadline for the source code and the experience report is **Friday, March 18** (although I encourage early submission).

Source code for the project and bulk loader shall be uploaded to the course wiki's SVN repository.

Electronic versions of all other deliverables shall be found on each team's wiki page. Experience reports should be filed under individuals' names on their team pages.

- **All hard copy deliverables** except for the experience report are due **Monday, March 15**.
- **Project demo** will be scheduled at some time during the finals week. The tentative dates are Monday, March 15 and Wednesday, March 17. The exact schedule of presentations will be determined in consultation with Tony Casparro and each team later in the quarter.

Grading.

Your project grade (separate from the lab grades you received for Labs 3,4 and 5) will be based on the following:

1. Correctness of the final E-R model and relational database design.
2. Timeliness and quality of the hardcopy submission (application docs, changelog).
3. Assessment of completeness/quality of your project implementation performed by the instructor (during the demo).
4. Opinion of the customer based on the demo.

Project Demo Notes.

Each demo will take about 30 mins. We will try to schedule all demos back-to-back in order to reduce the travel of the customer. We will reserve one of the CS labs for the duration of the demos.

Each team must delegate at least two people to participate in the demo. Presence of all people in the team is not required, although may be desired (as each team member will be in the best position to answer questions about his/her direct contribution to the project).

In its allotted time, each team will conduct two independent and separate presentations. One presentation will be done for the benefit of the customer

(Tony Casparro), the other - for me. At least one student should be present at each of the two presentations (hence we need at least two to be present for the demo).

Both the instructor and the customer will have (somewhat different) evaluation sheets that they will be filling out during the demo. These evaluation sheets will be later used to assign the numeric score to the project.

Each team is encouraged to arrive to the lab at least 20 mins prior to their time slot and to set up demonstrations on two workstations in the lab. The workstations should not be immediately adjacent to each other (allow some physical space between the two demos to keep the noise from one from sipping into the other).

If your project contains known bugs or unimplemented (or underimplemented) use cases, these need to be declared by the demonstrators. Additionally, your application documentation deliverable should list any such known bugs, incompletenesses and/or other deficiencies.

GOOD LUCK!