Project: Implementation Instructions

Due date: Friday, June 5.

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.
- SQL code for all major queries associated with the use cases of the project.

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. (From now on, lab periods are used for assignments related to the current 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, Dave Cumberland will visit our lab on **Tuesday, May 26**. Each team will have a 15-minute window to demonstrate Dave the progress of your application, and discuss any outstanding issues.

Final Deliverables

The final deliverables of your project are:

1. All source code for the database application. (electronic copies only)
2. Bulk loader code.(electronic copy only)
3. Application documentation. A brief description of the installation and operation procedures for your application. (electronic and hard copy)
4. E-R and database model. The final versions of your E-R diagram and the relational database model (electronic and hard copy).
5. 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. (electronic and hard copy).
6. Experience report. Short narratives from each team member discussing their overall project experiences. 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? (electronic and hard copy).
7. Project demo. To be given during the finals week. (schedule TBD).

Submission Instructions.

- **All eltronic deliverables** should be made available on the course wiki. The deadline for all deliverables except for the source code is **Friday, June 5**. The deadline for the source code is the **demo time during the finals week**.
- Additionally, **project and bulk loader source code** and should be submitted electronically, using `handin`. Create a `CSC366-Project.zip` or `CSC366-Project.tar.gz` archive and submit it using the following command:

```
handin dekhtyar project-366 <FILE>
```

- **All hard copy deliverables** are due **Friday, June 5**, with a strong preference for **Thursday, June 4** (our last class).

- **Project demo** will be scheduled at some time during the finals week (except for the day of our final exam). The exact schedule of presentations will be determined in consultation with Dave Cumberland and each team during/after his May 26 visit. See additional project demo notes below.

Grading.

Your project grade 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, experience report).
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.

Note, that while there is a single project score, **it does not override** Lab 2 — Lab 4 scores for each team.

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 presentation. One presentation will be done for the benefit of the customer (Dave Cumberland), 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!