#### CSC 309 Lecture Notes Week 1

# **Introduction to the Course Introduction to the Design Process**

# I. First-day handouts

- A. Syllabus
- **B**. Milestone 1, including
  - 1. SCO format
  - 2. work breakdown format
  - 3. meeting minutes format

**Syllabus Review** 

# Page 1:

- Instructor
- Course Objectives
- Class Materials
- Activities

# **Syllabus Review, Cont'd**

# Page 2:

- Project Milestones
- Evaluations

# **Syllabus Review, Cont'd**

Page 3:

- Bi-Weekly Activity Reports
- How to Submit Project Work
- Team Work
- Computer Work

# **Syllabus Review, Cont'd**

Page 4:

• Lecture, Lab, Milestone & Exam Schedule

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- 8. Create project repository, release.

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- 7. Install admin templates.
- 8. Create project repository, release.
- 9. Consider implementation platform.

## M1, Task 1 -- Form Project Team

- In lab today.
- You may change teams & projects.
- Admin tasks:
  - a. Exchange contact info.
  - b. Determine meeting times.
  - c. Elect officers

#### M1, Task 2 -- Select a Project

- EClass, Grader, Scheduler, TestTool
- From last quarter, and/or before.
- We'll discuss in lab today and Wed.

#### M1, Task 3 -- Read the specs.

- Goto 308 specs link.
- Look for
  - a. important features missing
  - **b.** features not spec'd clearly
  - **c**. features that could be "better"
  - d. how to merge features, if appro
  - e. models inconsistent with scenarios

#### M1, Task 4 -- Initial SCO's

- Choose a base spec.
- Add features as appropriate from other specs

#### M1, Task 5 -- Levels of completion:

- LEVEL 1: fully design and fully implement
- LEVEL 2: fully design but no implementation
- LEVEL 3: provide design hooks

#### M1, Task 6 -- Initial Work Breakdown

- For high-level design phase
- Will refine as quarter progresses

#### M1, Task 7 -- Fill in Templates

- In handouts dir:

   o scos-template.html
   o work-breakdown-template.html
   o meeting-minutes-template.html
- Commit to repository when ready

# M1, Task 8 -- Repository

- Librarian creates repository.
- Template filler inners commit.
- Librarian releases by 7PM Monday 9 January.

## M1, Task 9 -- Imple'n Platform?

- Consider what you'd like to use.
- Instructor component must be desktop app
- Students can use web app
- Java recommended, Python an alternative

#### **II. Milestone 2 Discussion**

- A. See the writeup.
- **B**. We'll go over key points in class.

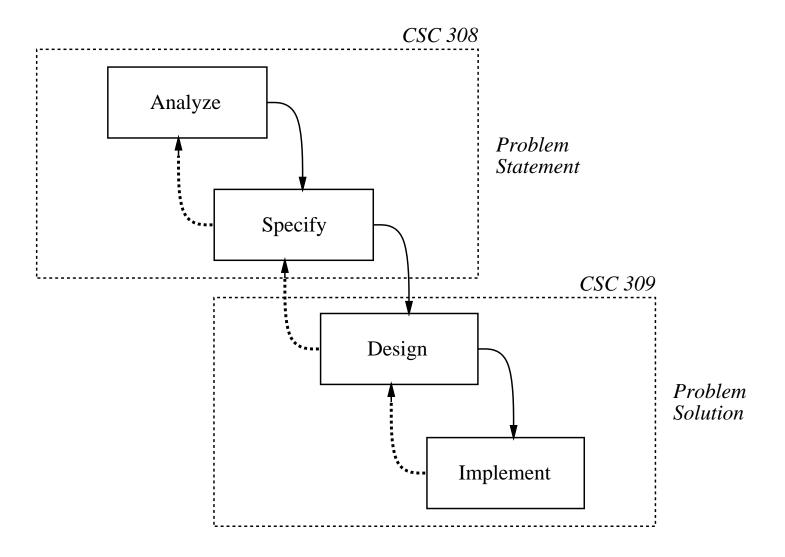
- C. Objectives:
  - 1. Package design
  - 2. Model/View class design
  - 3. Initial implementation of model/view communication

- D. Deliverables
  - 1. Package structure
  - 2. overview.html
  - 3. package.htmls
  - 4. Compilable model and view classes

- 5. Menubar or equivalent top-level UI
- 6. At least two model/view class integrations
- 7. Javadoc (pydoc) commentary for all

- 8. admin/m2-duties.html
- 9. admin/work-breakdown.html
- 10. HOW-TO-RUN.html
- 11. Generated javadoc, or equiv
- 12. A runnable .jar file, or equiv

#### **III. Review of software systems life cycle.**



# Life Cycle, cont'd

A. *Requirements Analysis* determines what end users want and need.

**B**. Specification formally defines user requirements.

C. Design defines and organizes operational parts.

D. Implementation defines operational details.

# IV. Review of requirements analysis and specification phases

A. What the system does as opposed to how it works.

**B**. The domain of CSC 308.

#### **Review of requirements, cont'd**

- C. In 309, we'll work on EClass, Grader, TestTool
  - 1. from last quarter
  - 2. and/or from previous quarters
  - 3. we'll discuss in week 1 lab

#### **Review of requirements, cont'd**

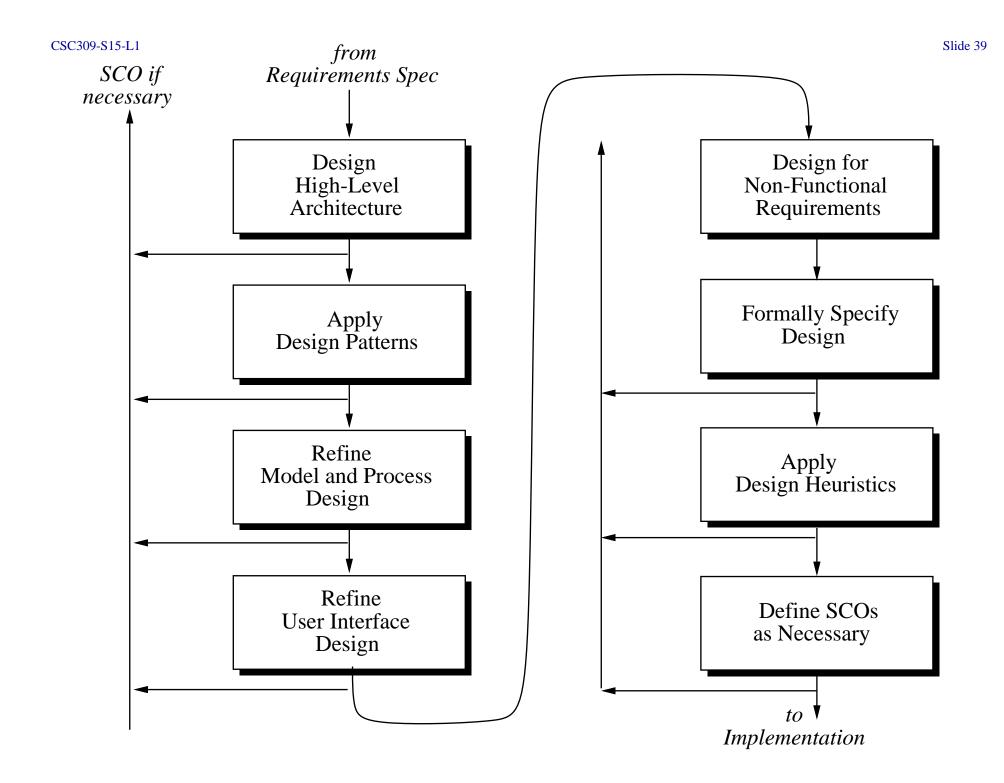
**D**. 308 specs located at:

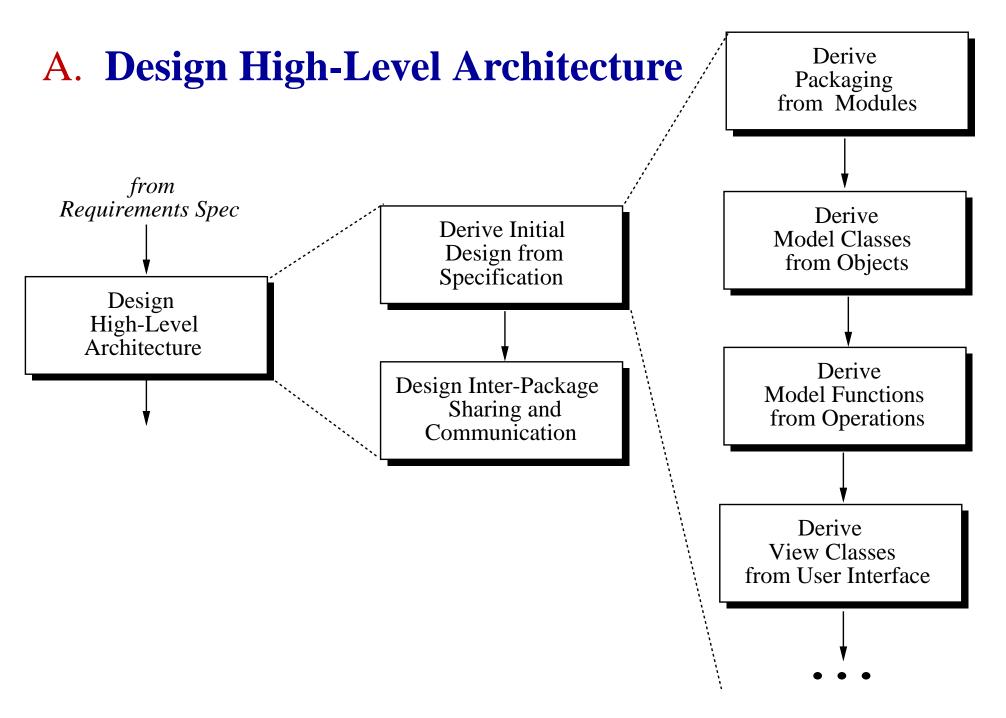
- V. Major goals of the design process
  - A. Adhere to the specification
    - 1. Any deviation in a SCO
    - 2. The spec + SCOs form binding *contract*
    - 3. No changes without consulting customer

## Goals of design, cont'd

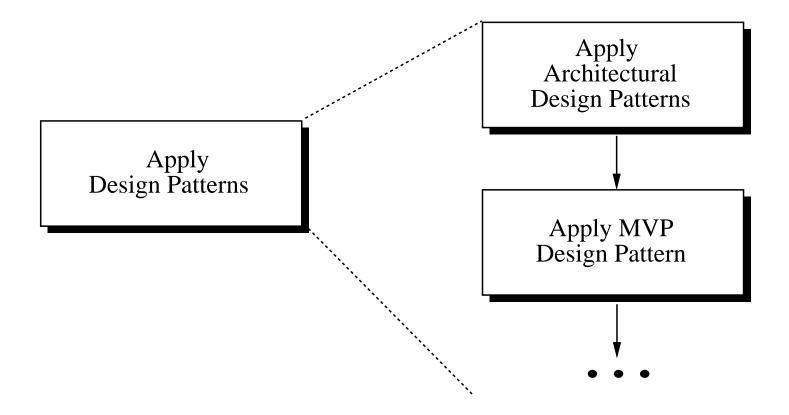
- B. Achieve design quality goals:
  - 1. Traceability
  - 2. Modularity
  - 3. Portability
  - 4. Maintainability
  - 5. Reusability

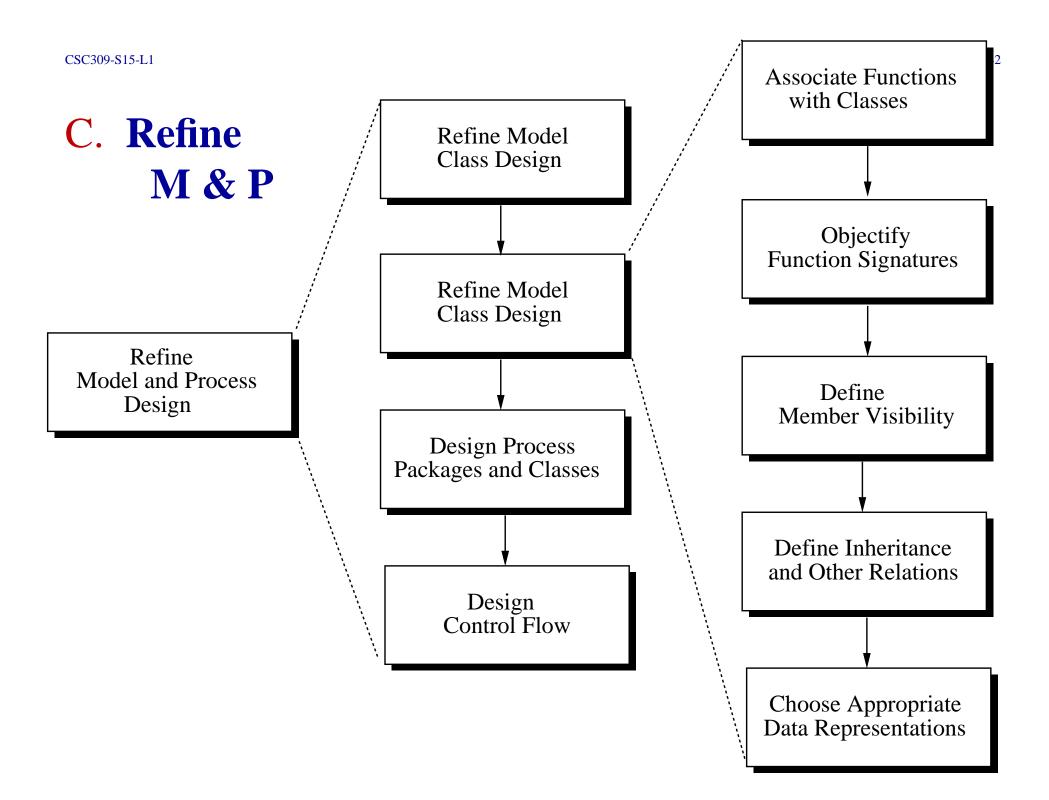
# VI. 309 design process





# **B.** Apply Design Patterns





- D. Refine UI Design
  - 1. The fourth step.
  - 2. Relies heavily on libraries.
  - 3. Commonly-used interface elements and layouts.
  - 4. Model classes must be refined.
  - 5. Particularly useful is "Observer/Observable".

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# **Design process, cont'd**

# **E. Design for Non-Functional Requirements**

- 1. Any non-functionals not yet incorporated.
- 2. Ensure system-related non-functionals are fully addressed.

- F. Formally Specify Design
  - 1. As detailed program design established.
  - 2. Precise def of function signatures and pre/post.
  - 3. Derived from pre/posts defined in ops.

# **G.** Apply Design Heuristics

- 1. Applied throughout the process.
- 2. Minimizing coupling.
- 3. Maximizing cohesion.
- 4. Other heuristics, such as controlling size.

## **H. Define SCOs and Iterate Back**

- 1. Aspects of requirements spec may need to be modified or enhanced.
- 2. Designer defines a specification change order.
- 3. In keeping with our "traditional" process.

#### VII. Comments on the 309 Design Process

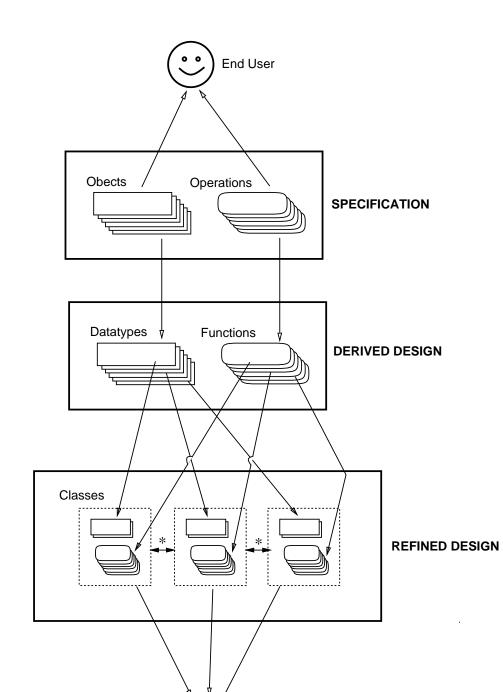
- A. Employs a number of design methodologies:
  - 1. UML
  - 2. "Classical" structured design techniques.
  - 3. MVP (Model-View-Process), (aka, MVC -- Model-View-Controller),

#### **Design process comments, cont'd**

- **B**. Works for systems with substantial HCIs.
- C. Also for types of system, with adjustments.
- **D**. Types of system without significant HCI:
  - 1. Realtime systems
  - 2. Utility systems
  - 3. Embedded systems

#### VIII. Languages of specification and design.

- A. Sometimes problems in translation from spec language into imple'n language.
- B. Spec lang may differ from prog lang.
- C. Not the case in 309 this year.



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CSC309-S15-L1

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