Background question

- Describe in a sentence or two your current understanding of what software engineering is.

- Write your answer on an index card, with your name on the card

Introductions

- Richard Anderson
  - Instructor
  - In charge of operational details of the course

- David Notkin
  - Instructor

- Valentin Razmov
  - Teaching assistant

Richard Anderson

- Professor Computer Science and Engineering
- Joined the department in 1986
- Research Focus
  - Educational Technology
  - Pen based computing
  - Algorithms
- Industrial Experience
  - Design Intelligence – Consultant, 1998 – 1999
  - Control-C Software, 1981

David Notkin

- Professor (and Chair), Computer Science & Engineering
- Joined UW in 1984, created CSE403 (and CSE503)
- Research interests
  - Software engineering, especially software evolution
  - Former students at industrial labs and at universities including MIT, Virginia, UCSD, UBC ...
  - Leadership positions in software engineering
    - Chair of ACM SIGSOFT
    - Associate editor, ACM Transactions on Software Engineering and Methodology
    - IEEE Transactions on Software Engineering
    - Journal of Programming Languages
    - Program chair/co-chair, 13th International Conference on Software Engineering, 1st ACM SIGSOFT Symposium on the Foundations of Software Engineering

Valentin Razmov

- Ph.D. student, Computer Science & Engineering
- M.Sc. (from UW) in 2001
- Course-related Experience
  - 5th quarter TAing CSE403
  - Will teach CSE 403 this summer
  - Authored 4 conference papers on education-related experiences from CSE403
- Career Interests
  - Teaching; Project Management
- Research Interests
  - Computer Security
  - Methods for Effective Teaching and Learning
Project

- It's difficult to appreciate software engineering issues without working on a large project
- Issues only become real on larger projects

However

- 10 weeks is too short
- There will be a natural tendency to overemphasize development
- Teams will be homogenous
- But that won't stop us

Course Project

- Gizmo Ball
  - Pinball Game
  - Course Project from MIT

- Team Project
  - Groups of size 6-8
  - Java or C# (group decides)

Team selection

- Fill out background survey
- Survey will be used only for assignment of teams
  - It will not be used for assignment of roles in team
- Team assignments will be announced Wednesday
- Teams should appoint a Program Manager, but will otherwise be self-organizing

Evaluation

- Project grade will have a large impact on course grade
- All artifacts will be considered in the evaluation
- Quality matters

Teams

- Independent and non-competing
- Think of other teams as working for other organizations
- Code and document sharing between teams is not permitted
Milestones (Subject to change)

- Preliminary Design, April 15
- Preliminary Release, May 6
- Test Plan, May 20
- Design Critique, June 3
- Final Release, June 3

Course goal

- To gain an understanding that developing a software product is not merely a matter of programming

If it's not merely programming

What is it?

Reading

- Assigned text
  - The Mythical Man Month, Frederick Brooks
  - Text NOT available in the bookstore
  - Find a copy from another bookstore, or online
- Supplementary papers
- Strictly Optional
  - Code Complete, Steve McConnell

The Mythical Man-Month

- Expresses many key ideas of large scale software development
- Written in 1975, based on IBM OS 360 Project (1965)
- Read past ancient technology
  - Microfiche
  - Renting memory for $12 per Kilobyte-Month

Code Complete (Optional)

- Overview of Software Construction
- Practical developer oriented advice
Reading assignment

- Friday, April 1
  - M M-M Chapters 1-3

- A short writing assignment will be based on this reading

Administration

- It’s on the web . . .
- Course mailing list - cse403@cs
- Instructor/TA mailing addresses
  - anderson@cs.washington.edu
  - notkin@cs.washington.edu
  - valentin@cs.washington.edu