Outline

- Updated schedule of class-related deliverables
- Your questions
- Good enough products
- Mastery – the keys to success...
- The future of software engineering and you
- Handout: "When You’re Tested" by Jon Bach

Updated Schedule of Remaining Class-Related Deliverables

- Sun, May 29 @ 10pm: essay #2 responses due
- Wed, Jun 01 @ noon: final release, presentation, and design critique due
- Wed, Jun 01 @ 1:30pm-2:30pm: in-class demos and presentations by Teams E, D, C
- Wed, Jun 01 @ 10pm: peer reviews #3 due
- Fri, Jun 03 @ 1:30pm-2:30pm: in-class demos and presentations by Teams B, A
- Fri, Jun 03 @ 10pm: essay #3 responses - CANCELED
- Fri, Jun 03 @ 10pm: usefulness of peer reviews #3 due
- Mon, Jun 06 @ 2:30pm-4:30pm: in-class final exam
- Mon, Jun 06 @ 10pm: final questionnaire due

Your Questions

- On class?
- On project?
- On homework?
- On material we’ve discussed?
- Other?

CSE403
Section 10:

“Good Enough” Products; Mastery – the Keys to Success; The Future of Software Engineering and You

Valentin Rassmus, CSE403, Sp/15

Criteria for “Good Enough”

- It has sufficient benefits.
- It has no critical problems.
- The benefits sufficiently outweigh the problems.
- In the present situation, and all things considered, further improvement would be more harmful than helpful.

- Key questions to ask when doing an evaluation:
  - Good enough for whom?
  - Good enough for what?

Intellectual Activity:
“Good, Fast and Cheap”

- Can you get all three of these qualities?
  - Why or why not?
“Mastery – The Keys to Success...”

The importance of lifelong learning
- If you exchange $1 with someone, each of you still has $1; if you exchange 1 idea, both of you now have 2 ideas.
- It is okay to be a "fool" (admitting you're not an expert).
- "You can win, you can lose, or you can learn." (V. Saits)

The thrill is in the experience and continuous practice, not in (reaching) the final goal
- Mastery is a journey, not a state.
- "-- Excuse me, how do I get to Carnegie Hall?
  - Practice!"
- "There is no way to happiness; happiness is the way."

“Mastery – The Keys to Success...”

Understanding the homeostasis phenomenon
- Resistance to change
  - It is safer to stay where you are than to change (to something new and unknown); change is risky.
  - True for biological and social systems

How do these ideas tie into software engineering and you?

Perception of Amount Learned vs. Time

Assume you are learning a new skill. Which of the graphs below represents how your perception of learning evolves with time?

Perception of Learning vs. Time in This Class

Sketch how your learning in Software Engineering evolved during this quarter
- If it differs for the person sitting next to you, you can use different colors.

Factors that Will Affect the Future of Software Engineering and You

Outsourcing and offshoring
- Global economic and societal trends

Your soft skills
- Creativity
  - On tasks that can't be robotized easily
- Communication
  - On tasks that require frequent face-to-face contact with customers

Your technical skills
- And how fast you can learn new ones