### Topics
- Team assignments (handout)
- 491 vs 491L vs 499
- CEDE schedule (handout)
- Goals and overview of 491 (this course)

### Handouts
- Team assignments & project proposals
- CEDE schedule

### Homework
- HW1 (out)
CS Senior Design Program

CPSC 491: Software Engineering
- This class! (2 sections)
- Software engineering approaches and tools
- Taught and graded by me

CPSC 491L: Senior Design Project Lab I
- Each team has a Faculty Advisor (Bryant, Guizani, Schroeder, Sprint, me)
- Each team has a Design Advisory Board (DAB) member
- Weekly meeting (as a team) with Faculty Advisor ($\approx$ 1 hour per week)
- Graded by Faculty Advisor

CPSC 492L: Senior Design Project Lab II
- Same as 491L except in the Spring

CPSC 499: Computers and Society
- Professional ethics, legal, and societal issues in computing
- Also taught by me
- Wednesdays from 3:10-4:25

Center for Engineering Design & Entrepreneurship (CEDE)
- Coordinates senior design for all engineering & comp. sci.
- Some Wed’s from 4:10-6:00 (see calendar/schedule)

*** Note: Tomorrow at 4:30pm faculty advisor meeting (after 499) ... come prepared to schedule weekly meeting!
High-level goals

1. Apply SE techniques (from 491) to 2-semester group project
2. Design, build, test a high-quality software product

Warnings ...

1. Expectations and time commitment
   - not just a project class (project + class + CEDE)
   - teams expected to build a high quality and complete product

2. Many people involved ...
   - instructor and faculty advisor
   - sponsor/advocate (largely determines project success)
   - DAB (evaluators)
   - team members
3. To succeed ...

1. listen carefully (sponsor, advisor, end users, ...)
2. plan on 8-12 hours outside class per week
3. set aside 3+ hours per week to work together as a team
4. make steady progress (and from the start!) ... but see below
5. be a great team member (communication, accountability)
6. ask your faculty advisor and DAB members for help as needed
7. take time to understand what your sponsor wants/needs
8. take time to understand what your users want/need (!)
9. don’t shortchange quality (planning, UI design, testing, etc.)

“Give me six hours to chop down a tree and I will spend the first four
sharpening the axe” – Abraham Lincoln

“Weeks of programming can save hours of planning” – unknown

“The sooner you start to code, the longer the program will take” – Roy
Carlson, University of Wisconsin

... sometimes coding early helps (e.g., clarify issues), but often thrown-away

Overview of CEDE schedule ...