Software Engineering Workshop
3
Fethi Rabhi
Overview

• Same principles of previous workshops
  – Independent group work
  – Communication-intensive
  – Some degrees of freedom

• Some differences
  – Greater emphasis on implementation and testing
  – More mentoring and technical support
  – Learning a new domain
  – Opportunities for inter-team software integration
Organisation

- LIC + tutors will mentor teams with 5 members (variations possible)
- Industry talks
- Mentoring will take place on-line
- Preliminary timetable will be published this week
Assessment

• D1(10%) – Github set up, Project management plan and initial API design (10%)
• D2(20%) - API implementation and specification in swagger (10%), API design and test documentation (10%)
• D3(20%) - Platform prototype demonstration (20%)
• D4(50%) - Final demonstration (30%), Final GitHub repository (5%), Final report (15%)
Assessment method

• Qualitative / comparative method
• Initial marks will be determined according to the quality of the work (A,B,C,D,E)
• Final marks will be determined according to a ranking of the teams within each category
• Multiple markers used for large components
Schedule

- Week 1 (Monday 15 Feb 4-6pm. Online): Introductory lecture. Group Formation.
- Week 1 (Friday 19 Feb 4-6pm. Online): Guest lectures. Finalising Groups.
- Week 2 (Monday 22 Feb 4-6pm. Online): Lectures (TBC)
- Week 2 Friday 26 Feb 4-6pm. Online): Lectures (TBC)
- Week 2: Mentoring (Online).
- Week 3: Mentoring (Online). D1 due.
- Week 4: Mentoring (Online).
- Week 5 (Monday 15 March 4-6pm. Online: Extra lectures TBC.
- Week 5 (Friday 19 March 4-6pm): Extra lectures TBC. API URL due.
- Week 5: Mentoring (Online) D2 API implementation and documentation due.
- Week 6: No Mentoring.
- Week 7: Mentoring (Online).
- Week 8: First presentations D3 (Online)
- Week 9: Mentoring (Online).
- Week 10: Final demonstrations (Online). D4 due.
- Week 11: Prize presentations for Optiver (selected teams only)
Project activities

- Project will use data from different sources
  - Public health web sites
  - News
  - Social network data
- Building APIs
  - Each team will choose different data source(s)
  - First version of API expected in Week 5
  - Early delivery/frequent iterations encouraged
- Building a Web application
  - Adapted to needs of users
  - Uses APIs (own and other teams)
Note on specs

• A spec
  – Will be incomplete
  – May contain inconsistencies/errors
  – May need clarifications

• Role of teams
  – Business analysis is an important part of this workshop
  – Study specs and raise issues
  – Use email or ask during mentoring
  – Specs will be regularly updated
Use GitHub to manage your project, documentation and submission

• All teams should use Git to manage their project code base and deliverables (GitHub or other).

• Make sure your GitHub repo is shared with your mentor and course admin (Git id: chitizadeharmin)

• Other types of repositories can be used in agreement with your mentor

• If needed, read introduction to GitHub: (see WebCMS material, Lecture 1)
Expected Git repository structure

-SENG3011_<TeamName>
  |----README.md
  |----PHASE_1
    |--API_SourceCode
    |--API_Documentation
    |--TestScripts
  |----PHASE_2
    |--Application_SourceCode
    |--Application_Documentation
  |----Reports
    |-Management Information
    |-Design Details
    |-Testing Documentation
    |-Final Report
Actions before 2\textsuperscript{nd} lecture Week 1

• Form and register teams on course WebCMS course site

• There are two forms
  – Specify a team and timetable constraints
  – You are a member in need of a team

• When allocated to a mentor you will get
  – A weekly mentoring slot
  – A spec