

CSSE2003

Software Engineering Studio

Team Assignment 1

Semester 2, 2009

School of Information Technology and Electrical Engineering
The University of Queensland

The purpose of assignments is to help students master the material in CSSE2003 (learning by doing). Assignments serve the additional purpose of demonstrating students' mastery of the material, thereby establishing a basis for evaluation.

- Goals:**
1. Give students experience preparing and presenting a short technical talk.
 2. Expose students to current open-source software implemented in Java.
 3. Require students to demonstrate the use of Subversion (SVN) to manage multiple versions of a Java project's source files.
 4. Provide a significant task for cooperative learning.

Deadline: Your tutorial class in week 5 (24-30 August 2009). The presentation must be submitted electronically prior to the tutorial in which it is delivered.

What you have to do

1. Decide on one Java open source program to investigate and confirm your selection with the course coordinator. Constraint: each group in a tutorial class must choose a different program. The list of open source programs and their selection by various teams will be available at:
www.itee.uq.edu.au/~csse2003/Tools/
2. Install and use your selected program. For this assignment, you do not have to be able to compile it, just download a binary. Also download the source for your repository.
3. Install the source for your selected program in your team's Subversion repository.
4. Prepare a 10 minute presentation about your program:
 - what it does
 - how to install it
 - how to use it (simple example)
 - don't discuss the Java source code at this stage

Each team decides who will present. It can be done by just one person or by all team members. The goal is to produce the most effective presentation.

5. In your tutorial in week 5:
 - a. provide your tutor with an assignment 1 coversheet with the administrative and contribution sections completed
 - b. demonstrate to your tutor how the Java source for your selected program is stored in your Subversion repository
 - c. give your presentation to the class

Suggested Timetable

- Week 2 & 3: Select program for evaluation and develop team plan
Week 3 & 4: Install and use selected program; prepare presentation
Week 5: Give presentation in tutorial

Submission

The presentation is to be submitted via the web assignment submission page located at:

<http://submit.itee.uq.edu.au/>

The presentation must be submitted prior to the tutorial where it is delivered. Only one member of each assignment team should submit. Multiple submissions are accepted, but only the final one is kept. The submission must be a single file containing the presentation materials used. The intention of the submission is to allow the tutor to review the presentation after the tutorial when finalising the marking. It also allows us to confirm that presentations are not being reused in different tutorials.

Allocation of marks

At the beginning of the tutorial, each group is required to hand in an assignment 1 coversheet identifying the group members and their tutor. The cover sheet should also allocate the percentage contribution for each group member (such that the sum of the percentages equals 100 and satisfies the limits specified in the course profile). All group members should sign the cover sheet to indicate their agreement that the percentages represent an equitable division consistent with their individual contributions. Any controversy over the allocation of contribution percentages should be referred to the group's tutor and then, as a last resort, to the course co-ordinator. For example:

	Student Name	Student Number	Signature	Contribution (%)	Mark (/20)
Team: mon2a	E.W. Dijkstra	123456789	<i>Edsger Dijkstra</i>	27%	
Tutor: David Carrington	C.A.R. Hoare	987654321	Tony. Hoare	24%	
Total Mark:	W.S. Humphrey	135792468	Watts Humphrey	23%	
Marker:	K. Thompson	864297531	<i>Ken Thompson</i>	26%	

If the group's performance has been adversely affected by exceptional circumstances, the group may apply to the course co-ordinator for special consideration before the due date. Suitable documentary evidence (such as a doctor's certificate) should be supplied where appropriate.

Evaluation

This assignment is worth 5% of the final grade – the cover sheet provides the assessment criteria.

Subsequent Assignments

Team Assignment 2: you will be required to perform an intensive investigation of the source code of your selected program. The result will be a design guide that would help a programmer unfamiliar with the program to understand its internal structure and behaviour. The design guide will include UML diagrams. The assignment will also require a plan for the next stage of investigation of the program. While this plan will not be binding, it represents an opportunity to influence the direction for team assignment 3.

Team Assignment 3: you are expected to make additions and/or changes to the source code of your program. These modifications can add functionality, correct existing defects or improve the quality of the existing code (refactoring). These changes do not need to be those proposed in team assignment 2.

***You should consider the subsequent assignments when choosing your open-source program for team assignment 1.**