

schedule

CSC 694 weekly schedule

Class website: <http://wtkrieger.faculty.noctrl.edu/> and click on CSC 694

Week #10 - Nov 15

Due Sun Nov 13: Ethics paper #3. Goto the class website, click on the ethics tabbie.

In class: Course evals

Sprint #3

Due: Let's get a strong deploy for Tue night, so we can get an accurate snapshot of Sprint #3 progress.

Goals:

- Get an improved deploy by the end of the night
- Address any open design and scheduling issues (exotic reports, etc)
- Plan out the final deploys, the first "official" release, and the future of Gift Garden

Week #9 - Nov 8

Due: Read Ethics book, Ch 9 - Professional Ethics and Responsibilities. Please bring your notes for discussion.

Due: All Sprint #2 deliverables!

Sprint #2 ends and we'll...

- **Deploy:** Pat M, Sys Guru
- **Demo:** Review everyone's progress
- **Code review:** Review code in class on the BIG screen
- **Test review:** Everyone should have at least 6 test methods to review

Begin: Sprint #3, The Final Sprint

- ★ Define and design tasks
- ★ Assign tasks
- ★ Go!

Later...

Due: Sun Nov 13, end of day... Ethics Paper #3
Course evals next class

Week #8 - Nov 1

The midway point of Sprint #2 ...

- **Deploy:** Pat M will do deploy at the beginning of class
- **Review:** We'll review everyone's progress
- **Discuss:** We'll discuss any changes we need to make

Design: We'll hit the chalkboard to power through any loose ends in Sprint #2 and review some possible Sprint #3 tasks as well.

Due: Read Chapter 6 "Work" in our ethics book, Gift of Fire. We'll discuss in class, so bring your notes.

Code: We should have extensive coding time together. This is quality time to get lots done and to communicate any issues or problems.

thanks... yow, bill



Week #7 - Oct 25

Due: Sprint #1 ends...

- **Coding:** Complete coding for all your screens
- **Quality:** You'll be submitting quality code, of course! I'll be doing a code review of all work on Wed. You can find my One Page of Quality treatise at the class website, under the Project tabbie. Or here: [One Page of Quality](#)
- **Tests:** Let's start the ball rolling with at least three tests for your Sprint #1 work
- **Deploy:** Pat M will do the final Sprint #1 deploy at the beginning of class

Due: Read Chapter 4 in our ethics book, Gift of Fire. We'll discuss intellectual property

Sprint #2 begins...

- ☐ In class, we will debate my Sprint #2 issues and ideas list
- ☐ We'll work to define the deliverables for each of us in Sprint #2. Can you say multi-tasking? I knew you could. (ha)

Due Wed: Code and test reviews (Prof Bill)

thanks... yow, bill

Week #6 - Oct 18

Sprint #1 continues...

I'll be posting issues and ideas and deadlines on The Ryver. Please swim over.

In class:

- Pat M - let's **deploy** at the beginning of class.
- With a fresh deploy, we'll review everyone's **progress** so far. Use this as a good intermediate deadline for getting some work done. Push your best work up to Github by the start of class, so you can show us your stuff.
- We'll **problem-solve** any Sprint #1 issues.
- We'll look ahead at some **design** issues for Sprint #2
- Last and most important, we'll **code** together.

Deploy, progress, problem-solve, design, code. YES!
thanks... yow, bill

PS - Late (Tue afternoon) additions:

- ★ Pick a **name**. GiftGarden is the prohibitive favorite.
- ★ I'll talk about creating a **quality** product: [One Page of Quality](#)
- ★ **Demo** post-mortem. It's never boring.
- ★ What are **your issues**? How is Github working? Deploys? Ryver? This process? Etc?
- ★ What's your **Stoplight Status**?!?



Week #5 - Oct 11

Sprint #1 begins!

This includes:

- Due: Donna Donor UX V1.0 design document [Prof Bill]
- Due: Architecture V1.0 design document [Arch team]
- Due: Github account setup, with Hello, World Rails [Pat M]
- Due: Demo screens done (or almost done) [UX team]
- We'll discuss and then select coding assignments/goals for the Sprint #1
- Get started on coding during class!

Due: We need to divvy up Sprint #1 coding tasks. Look at the UX V1.0. Those screens are the bogey. I'll post some ideas on this later. I have posted some of my thoughts on how we can approach Sprint #1. Please think about your role in Sprint #1 before coming to class tomorrow.

<https://docs.google.com/document/d/1kbPJX1i9zM0NW5NQX0XCi6vmB-54aDcu8EKE6F0b5G8/edit?usp=sharing>

Due: Please bring your **3 best product names** to class. We'll try to replace Donna Donor in class. We need a vote of 4 people (out of 7, including me). It's getting late, and we're starting to invest time in things like color and file names and all. Don't forget... person who comes up with the product name, wins a **free lunch!**

Midterm: I'll meet with each of you one-on-one during class. I want to hear your ideas and concerns and anything else about the course here at the midway point. We'll also

Due: Rails Tutorial summaries...

→ Ch 12 - Pat M

→ Ch 13 - Mike D

Tutorial note: I skipped the production email stuff again in Ch 12. And please note - I am **not** asking you to grind on getting sample_app to work perfectly. Just walk through the tutorial and absorb as much as you can. We'll have plenty to grind on with our project!

Week #4 - Oct 4

Before we meet next time...

- ★ **Due Thu Sep 29** - Review UX V0.2... posted on Ryver... **Done!**
- ★ **Due Sun Oct 2** - Ethics Paper #2, [link](#)... **Done!**

/* No Ethics reading due this week... none till week 6 or 7 */

Donna Team assignments:

- UX = Prof Bill, Jason K, Mike D
- Architecture = Andy W, Wei H, Prof Bill
- System = Pat M, Jason K

First half

Donna Donor - continue to refine UX definition: screens + reports

- Review class and user comments on Donna UX
- Brainstorm

Second half

Continue Donna discussion:

Due: Rails Tutorial Ch 9, 10, 11. Bring your notes.

Class summaries led by:

- Ch 9 Jason K
- Ch 10 Andy W
- Ch 11 Wei H

Note: Section 11.4 Email in production is optional!

*Heroku wants a credit card to do this, so if you want to skip this step, that's fine.
It'll hamper your Heroku sample_app, but that's not a biggie. It's up to you!*

Week #3 - Tue Sep 27

First half

Donna Donor - continue to brainstorm UX and wireframe ideas

Due: Rails Tutorial Ch 6, 7, 8. Bring your notes.

Class summaries led by:

- Ch 6 Mike D
- Ch 7 Jason K
- Ch 8 Prof Bill

Second half

Due: Read Ethics Ch 3. Bring your notes!

Handout: Ethics Paper #2 assignment

Donna Donor work continued... reports, screens, data model, setup user visits, etc

Select area(s) of emphasis:

- ❖ UX - screens + reports
- ❖ Architecture - data model + URL's
- ❖ System Guru - Github Master + Rails setup

Next time, class #4: Tutorial chapters 9, 10, 11. Ethics paper #2. Donna!

Week #2 - Tue Sep 20

First third

Due: Donna Donor design brainstorm notes, bring your back of the napkins!

Goal: Design Donna Donor UX by the end of class

Due: Rails Tutorial Ch 2 & 3, bring your notes

Review tutorial as a group, led by:

- ☐ Ch 2 - Prof Bill
- ☐ Ch 3 - Pat M

Second third

Due: Read Ethics Ch 2, bring your notes

Group discussion of Ch 2

Group discussion of Donna Donor UX ideas

Third third

Due: Rails Tutorial Ch 4 & 5, bring your notes!

Review tutorial as a group, led by:

- ☐ Ch 4 - Wei H
- ☐ Ch 5 - Andy W

Donna. Donor. UX.

Ideas, design, creativity, world domination, etc.

thanks... yow, bill

Week #1 - Tue Sep 13

Before class

Please visit our class website prior to class and peruse the tabs:

- **Intro** - complete the tasks in “CSC 694 - first assignment”
- **Ethics** - Ethics paper #1 is defined here and due at the beginning of class
- **Research** - Chapter 1 of the Ruby on Rails tutorial is due at the beginning of class
- **Project** - Please read my Donna Donor Intro PDF

First third

Intro - Big Bang Theory. Imagine the best case scenario.

Bill Krieger - MSCS, co-founder SNPS, part-time CS prof for 15 years (off and on), taught 495 capstone last Spring

You guys - roster... 5 guys!

Experience in Ruby, Rails, HTML, CSS, Javascript, Bootstrap, git, Github, deployment/web hosting, SQL, graphic design, UX

Capstone Seminar - We are a seminar. Not a regular class:

- ★ Substantial software project = **USERS!**
- ★ Teamwork in design, coding
- ★ New, current tech
- ★ Independent learning. I'm a project leader, not a guru. You are the tech leaders.
- ★ Very little lecture, homework, tests
- ★ Agile development process, agilemanifesto.org
- ★ Almost no homework, no lecture, no tests.

My goal: A special and different experience. More small company-ish than a class.
Intensity + Passion = Great result. The bogey...

*Collaborate to learn new stuff
and build some great software that will be used by others*

Website: <http://wtkrieger.faculty.noctrl.edu/>

Handouts: Syllabus, Road Map, First Assignment

Due: Ethics paper

Ruby on Rails Tutorial

Handout: My Ch 1 Notes. Discuss.

Complete Ch 2 A Toy App. Pair off. Complete the chapter. Create notes, by hand or typed. Brief! Usually 1-3 pages.

Second third

Tutorial, Ch 2: who has the best notes?

Due next class: Ch 3, 4, 5 of tutorial. Assign note-takers, lecturers.

Donna Donor - Handout: Donna Project Intro

Our advantages:

- We are tight and agile
- Rails philosophy: convention over configuration
- Close contact with motivated users

Ethics Ch 1 - Handout: my notes, discuss chapter 1

The Singularity is Near by Ray Kurzweil, <http://a.co/24MDbir>

Kurzeil's site: singularity.com

Third third

Donna Donor - Pair off and discuss ideas.

Come together. Braindrizzle. Everything and anything. No limits.

Wrap

Ryver setup

Meeting more often. Video meeting?

Meeting our users during the day?

Two keys this term: ownership and teamwork.

thanks... yow, bill