Project Meeting

20 Nov 2002

Today's Outline

- Status (70 minutes)
  - Showcase Tutorial (20 min)
    Planning and Producing a Product Showcase
  - CASE Tools Tutorial (40 min)
    Computer-Aided Software Engineering: Using Together Control Center
  - Dev Team Status (15 min)
  - Schedule (5 min)
- Discuss (50 minutes)
  - Volunteers & Process for System Design Review
  - Coding Standards and Testing Tutorial (Build Team)
  - Work Breakdown Structure

Showcase and Demo Engineering

We Shoot They Buy

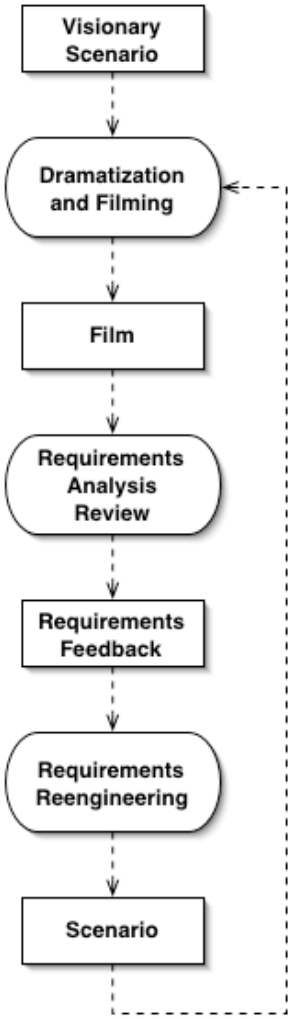
Problem

- Need to be able to tell people about system in easy way
- Also understandable to non-technical people
- Need documentation to present concepts in advance of implementation - even before prototypes can be produced.

Solution

- Filmed product showcase and demos
- Non - technical stuff can go side-by-side with technical details.
- Nontechnical people can be introduced gently to the subject matter.
- Archivable
- Not dependent on implementation

Film Support for Requirements Elicitation



Showcase

- Project Presentation: How we did what we did
- Product Presentation: What came out

Project Presentation

- Participants
- Organization
- Process

Product Presentation

- Scenario
- Functional, Object and Dynamic Model
- Finished Product

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CASE Tools Tutorial

Computer Aided Software Engineering

Michael Nagel

Tutorial outline

- Motivation
- Together Control Center
- Project Builder
- Live Demo and Exercises

Problem

- Lots of routine work for programmers
- Many tasks can be automated
- Several different tools in the development process (compiler, debugger, modeler)
- Forward/Reverse/Roundtrip Engineering

Solution

- Integrated Development Environments
  - Editor
  - Compiler
  - Debugger
  - UI Builder
- Automated code generation
- Modeling capabilities
- Roundtrip Engineering
- Version Control

Together Control Center

- C++/Java applications, J2EE, Web Services, JSP frontends
- UML modeling
- Roundtrip Engineering
- UI Builder
- Debugger
- Testing framework
- Software Audits and Metrics
- Automated documentation

Project Builder

- Included with Mac OS X
- Wide variety of project types supported
- Cocoa, Carbon, AppleScript applications
- Debugger
- No modeling capabilities

Live Demo

- How to create a Project Builder project
- How to create a Together project
- Roundtrip engineering example
- Together project for all ARENA classes
- Running the Oscillator example

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Dev Team Status

- Volunteer Minute Taker, please?

- Dev HCI
- Dev Network
- Dev FRAG
- Dev SWORD-Engine
- Dev Algorithm

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Schedule

	Mon	Tue	Wed	Thu	Fri	
	11	*12*	*13*	*14*	*15*	
	18	*19*	*today*	*21* Subsystem decom-position	*22* SDD v.1	
	internal review SDR dry-run	*26* SDD v.2	*27* **System Design Review**	*28*	*29*	

Schedule Details

- Subsystem decomposition (by 09:09 on Thu, 21 Nov 2002)
  - some minor additions and corrections
  - **FRAG Team** is responsible editor
- SDD template complete (by 11:11 on Thu, 21 Nov 2002)
  - section subsystem decomposition is extended
  - new .tex files will be generated and assigned to development teams for further editing
  - **Documentation Team** is responsible for this task

Schedule Details - 2

- SDD v.1 (by 23:23 on Fri, 22 Nov 2002)
  - all sections are complete
  - status in XROADS is updated
  - **Documentation Team** is responsible
- SDD v.2 (by 23:23 on Tue, 26 Nov 2002)
  - reviewed by cross-functional teams
  - ready to be printed
  - **Documentation Team** is responsible
- SDD printed by 15:00 on Wed, 27 Nov 2002

Schedule Details - 3

- SD Review requires:
  - presentation slides
  - presenters (3 max.) (responsible for slides)
  - film setup
- SDD presentation v.1 (dry-run at 16:00 on Mon, 25 Nov)
  - design goals
  - subsystem decomposition
  - hardware/software mapping
  - boundary conditions
- SDD presentation v.2 (by 23:23 on Tue, 26 Nov)

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Volunteers for System Design Review

- Volunteer 1:
- Volunteer 2:
- Volunteer 3:

Coding Standards and Testing Tutorial

Build Team

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Work Breakdown Structure

- 6 Work Areas have been identified:
  - Input
  - Output
  - Network
  - Environment
  - FRAG Objects
  - SWORD Engine
- Within the work areas, there are *tasks* that are done by the “ARENA Dev *” teams

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Developer Team Assignments

- Dev HCI: HCI Design (Input and Output)
- Dev Network: Peer Discovery
- Dev FRAG: Object Drawing, World Drawing
- Dev SWORD-Engine: FRAG Object Classes
- Dev Algorithm: World Generation Algorithm, Mission Model