Term Project: Phase 0

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February 2, 2023

Outline

1 Term Project

2 Team Project. Assignment 0

3 Questions?

Outline

How to learn what we are to learn?

What should you expect to learn from this course?

To build high-quality software within budget using software engineering

- ▶ methodologies,
- ▶ techniques, and
- ▶ tools

How?

- ▶ We learn through lecture discussions, in-class exercises, quizzes, textbook readings, and **working on group term project**.

Team Project

- ▶ A semester long, agile development project intended to illustrate concepts from class
- ▶ Project grade is about many other aspects other than writing code
- ▶ There will be presentations by each team during the semester
- ▶ Theme: Android Apps (in Java)
- ▶ Team size: 3 – 4 students

Outline

1. Term Project

2. **Team Project. Assignment 0**

3. Questions?

Team Project: Assignment 0

Let's form teams … the instructions are on Blackboard (Part 0 of Term Project)

Let's contemplate what we are to develop …

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Questions

"In questions of science, the authority of a thousand is not worth the humble reasoning of a single individual. " – Galileo Galilei