

RIVIER COLLEGE
Department of Computer Sciences
CS552 Software Design Strategies

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SOFTWARE PROJECT TEAMS

A Project Team of **4-6 students** will accept a software requirements document and throughout the semester create **executable software** for delivery on the last night of class. The Software Project has a **project manager**, a **QA person (test engineer)**, and **2-4 software engineers**, each playing their appropriate roles. If a software engineer **DESIGNS** a module, there is a **RULE** that he/she **CANNOT DEVELOP** the same module. This rule enables clarity issues and being understandable for the module to be followed.

The students are required to create the following:

- functional specifications
- design specifications
- detailed design specifications
- executable software
- code listings
- "cheat" sheet.
- must hold a team design review and a code walk-through review with formal documented outcomes.

During the workshop classes we will cover:

- Software System life cycle model
- SEI Process Maturity Model
- Quality Metrics and goals.

Towards the end of the semester, we review actual cases in class where there were software disasters and try to analyze where they were introduced and under what circumstances.

There is **NO midterm**. The specific team deliverable will be evaluated as **30% of the final grade**.

GOOD LUCK!