# IE04 Integrated Exercise for Software II

Introduction

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### Course Description

Integrated Exercise for Software II

• Duration:  $10/8 \sim 2/4$  (2<sup>nd</sup> semester)

- Objective:
  Obtain knowledge & skills to develop practical software
  - Plan and design software based on requirements
  - Perform collaborative software development
  - Make use of knowledge & skills of other courses

# Student Learning Goals

- 1. Understand software requirements and define corresponding models
- 2. Create a software design that satisfies functional and quality requirements
- 3. Setup a suitable development environment and effectively manage development activities
- 4. Design sufficient tests and verify software
- 5. Validate software by checking that it meets the needs of stakeholders

# So, what will you do?

- What will you develop
  - You will receive an RFP (Request For Proposals) of a software
  - You will propose and design software that satisfies the RFP
  - Your software will have a graphical user interface and use a database
  - You may decide the programming language and frameworks
- How will you work
  - You will work in teams of 3-5 students each
  - You will develop the software incrementally in phases
  - You will validate and verify your software
  - You will present (deliver) your software in the final class

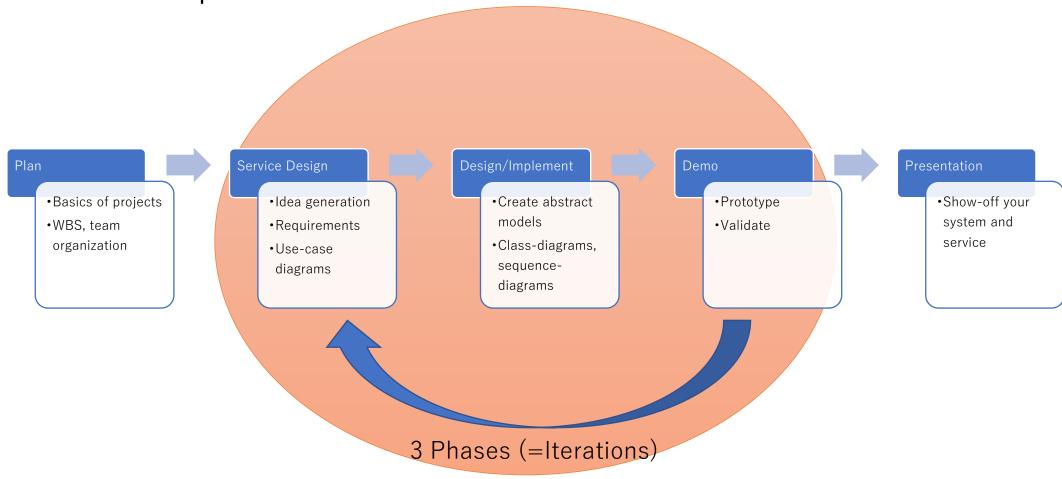
### Expected Output

- A software system that satisfies given requirements
  - Proposed service (user-stories)
- Description of service
  - Target users
  - Location of usage
  - User-stories (as use-cases)
- Output methods
  - Software system
  - Project documentation
  - Presentation

### RFP: Project Theme

### "Lab Student Management System"

### Development Process



#### Master Schedule

[Final product presentation]

Week	Date	Phase	Activity	Deliverables (to submit)	Classroom
1	10/8	Plan	Team formation, understand RFP	Team profile	Common
2	10/15	Req. Def.	Requirements & use-case analysis	Product backlog	Separate
3	10/22	Phase 1	Requirements definition, use-case analysis	Phase backlog, Use-case diagram, Class-diagram (model)	Separate
4	10/29	Phase 1	Design, implementation	Use-case diagram (description), Class-diagram (model), UI definition	Separate
5	11/5	Phase 1	【Phase demo】	Class-diagram, sequence-diagram, program	Common
6	11/12	Phase 2	Revise & update requirements and use-cases	Phase backlog	Separate
7	11/19	Phase 2	Design, implementation	Use-case diagram (description), Class-diagram (model), UI definition	Separate
8	12/10	Phase 2	【Phase demo】	Class-diagram, sequence-diagram, program	Common
9	12/17	Phase 3	Revise & update requirements and use-cases	Phase backlog	Separate
10	1/7	Phase 3	Design, implementation	Use-case diagram (description), Class-diagram (model), UI definition	Separate
11	1/14	Phase 3	[Phase demo]	Class-diagram, sequence-diagram, program	Common
12	1/21	Test	Validate and verify	Test-plan (including test-cases)	Separate
13	1/28	Test	Team and individual interview; Preparation of final presentation	Final report, test report, issue-list	Separate

2/4

14

Finish

Final report, program

Common

### Progress Report and Demos

#### Objective

- Confirm and share the project status with team members
- Teachers will provide feedback on the contents and guidance on project activities

#### Progress report

- Each team will give a 5 min. progress report in each class
- The report will be a brief presentation using slides
- The report should cover the contents in the template

#### Phase demo

- Each team will give a short demo at the end of each phase
- The demo must be based on a working program (in combination with UI mockups is acceptable)
- The demo will be given together with the progress report

### Notes on Required Deliverables

- All deliverables assume formats used in FU14 Introduction to Software Engineering course
  - Reasonable adjustments/improvements are acceptable
  - All deliverables must be shared on designated repository on GitHub
- Use-case diagram(s) is required
- Class diagram of model-classes (as in the MVC model) is required
- Sequence diagram(s)
  - At least one sequence diagram is required: select an appropriate use-case

#### • Software:

- All code produced for the project is required to be shared on GitHub
- Working code must be pushed to GitHub by Phase 1 Demo, and incrementally improved continuously throughout the course

#### Product backlog

- Describes the values your software provides to users
- It is a list of "user stories"
  - Describe a function in terms of user's values (benefits)
  - Who is it for? What is it for? What does it do?

#### Phase backlog

- A task-list for the phase
- Select user-stories from the product backlog

### Evaluation

- 1. Presentation at each review (phase demo and final) 25%
- 2. Software product (documents and software) 40%
- 3. Final exam (individual interview) 25%
- 4. Participation in team activities and attitude 10%
- Assessment of software product
  - Degree of fulfillment of requirements (number of functions and their quality), performance, creativity, and innovation.
- Assessment of student contribution
  - Explanation provided at each phase demo
  - Development records (documents & GitHub repository activities).
- Final examination
  - Students will be interviewed during their final presentation (QA session)

### Summary

Experience the development of practical software

- Practice cooperative team activities
  - Team members should inform, consult, and assert each other
- Let's be creative!
  - Enjoy making people happy with your skills and abilities

### Course Web-site, etc.

- Web-site
  - https://ie04-aizu-2025.github.io/
- GitHub repository
  - https://github.com/ie04-aizu-2025
  - You must login to view private repositories

# Tasks for today

- Regroup with your team members (the list will be provided to you)
- Join GitHub classroom
- Input your team profile in the README.md at the top level of GitHub
- Read the RFP
- Prepare for next-week's first progress report

### Team Profile

- Team name
- List of members
  - Student ID, name
- The type of software you will develop:
  - Desktop application
  - Web application
  - Smartphone application
  - Others: please describe

• Programming language & framework

These can be input after you've decided