

Reflective Software Engineering

Module 01: Course Prerequisites



Module Objectives

Understand organization of course

Obtain prerequisite hardware

Download/install/test prerequisite software

Setup personal home page



Course contact information

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Class time: MW 2pm-3:15pm, POST 327

Office hours: MW 1pm-2pm, POST 307



Fundamental Course Objective

Radically change your programming identity:

- From “undisciplined hacker”....
- To a “reflective” software engineer....
 - Known productivity levels
 - Known (and high) quality levels
 - Known (and consistently applied) procedures
 - Known improvement needs and mechanisms



How is this accomplished?

You will practice a method called "reflective software engineering" in which your own personal experience guides your learning process.

You will practice collecting, analyzing, and reflecting upon your personal software engineering data

You will practice applying this method to other kinds of technical work besides Java programming.



Pedagogical foundations

Module-based

- You must pass each module before moving on to the next one.

Assessment-based

- You must pass an online quiz and/or a personal interview with the instructor for each module.

Experience-based

- There is no "right" data. Each person will discover their own development style, strengths, and weaknesses.



Module structure

Each module typically contains:

- An assigned reading from the textbook.
- An online lecture
- A set of tasks
- An assessment procedure

Modules will be incrementally released during the semester from the course schedule page.



Required Resources

10 hours a week

Java2 JDK

2 semesters Java

Java IDE

Dedicated PC with:

- 32MB RAM
- 250Mhz CPU
- 500MB freedisk
- 56K internet connection
- No UH Lab machines

Java2 reference book

RealPlayer



Tentative Grading Policy

There are approximately 20 modules.

Credit on 18 modules gets you an A, 16 gets you a B, 14 gets you a C, etc.

I reserve the right to modify this policy during the semester if everyone is failing.



A little bit about me

Research interests:

- Software engineering
- Collaborative work
- Software quality
- Experimentation

Personal interests:

- Playing guitar
- Surfing
- Outrigger canoeing



What do I do now?

Finish off the rest of the tasks in Module 01.

Have fun!

