

Today's session

- Short talk by Paul from IBM
- Introduction to the Software Hut
 1. Basic outline
 2. Teams and processes
 3. Deliverables schedule
 4. Clients and project allocation
 5. Management and record keeping
 6. Assessment
- Short talk on careers by Judy

Software Hut 2008

1. Basic outline
2. Teams and processes
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Documentation supplied

- Schedule and marks scheme
- Guide to deliverables
- Chapter on XP outlined
- User guide to the new Management tool
- Non-Disclosure Agreement – to be returned signed
- Copies of some slides

Software Hut basics

- Each team works with 1 client
- Clients will have 3 or 4 teams
- Each team has a manager:
 - Mike, Daniela, Paul, Matt
- Everyone will use the management tool
- Everyone will use Extreme Programming (XP)

Team allocation

- Client A – Nick; Manager: Mike
 - Teams 1, 5, 9, 13
- Client B – Antranik; Manager: Daniela
 - Teams 2, 6, 10, 14
- Client C – Lojini; Manager: Matt
 - Teams 3, 7, 11
- Client D – Tom; Manager: Paul
 - Teams 4, 8, 12

Projects and clients

- A. Web-based tool for planning and management of teaching duties –
 - Client: Nick Fox, SCHARR
- B. Deutsche Bank SMS application –
 - Client: Antranik Kasparian, Deutsche Bank
- C. Deutsche Bank Social networking site -
 - Client: Lojini Logesparan, Deutsche Bank
- D. URSULA web site –
 - Client: Tom Wild, Civil Engineering

Key points about XP - 1

- It is based on building very small increments and continuously integrating and delivering these
- There is no separate requirements capture or design phases
- Then increments are called stories
- Tests are written for each story *before* it is coded
- Increments should last around a week or so
- We expect something to be delivered to the client in weeks 3 and 5

Key points about XP - 2

- People work in pairs – 2 people on 1 machine
- *All* relevant tests are run when a story has been coded
- A simple model is created that shows how the stories fit together
 - extreme X-machine – XXM
- The XXM provides the basis for system tests
- *All* relevant systems tests are run after any integration

Key points about XP - 3

- Use test automation wherever possible
 - JUnit, PHPUnit etc.
- Investigate frameworks such as *Ruby on Rails*, *Symfony* etc. which may be helpful
- A requirements document comprising a list of stories and non-functional requirements together with a brief project description and business analysis is required
- There is a quality assurance process in week 11
- A poster will be presented at the end

A story card template

Project: _____	Initiating event inputs
Story: _____ Date: _____	Memory context
Requirements number: _____	Observable results/output
Task description	Risk factor importance
Quality attributes	Tests
	Associated stories
	Date delivered

Story card template

The reverse of story card

Preparing for Friday

- Try to capture the whole system in story cards.
- Don't try to capture all the details of the system.
- Most cards should just be a single sentence for now e.g. "The user needs to log on", "The user can search for products"
- Avoid discussing technical detail of these cards - just try to get the big picture so you can make the big implementation decisions: "where will the application run", "what support software is available" etc.

Preparing for Friday

- Ask the client to select one or two stories that are the most important
- Flesh these stories out with all the details you need to implement them e.g.
 - Description:
*The user needs to log on.
There is a database that contains email addresses and passwords.
IF the user supplies a correct email/password combo then move to main menu.
Otherwise if the user email is correct go to recover password
Otherwise return to log on screen*

Tests etc.

- Tests:
Enter valid details into database, check the three cases above
- Non Functional Tests:
Should take no more than 30 seconds.
- Repeat steps 4 and 5, but estimate how many stories you will be able to complete in the week (bearing in mind the schedule) and ask the client to select that many.
- Before the meeting look at the cards that the client could select and work out what information you need to implement them, and estimate how long each will take given what you know already.

Key deliverables

- 22nd Feb Release 1 & Demo
- 14th Mar Release 2, code in directory
- 18th April Release 3 & demo, code in directory
- 2nd May Release 4 & demo, code in directory
- 16th May Release 5 QA exercise
- 19th May Final release
- 23rd Poster