#### 901 10110

# Basic Computer Concepts *Term Project*

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#### Do whatever you like!

- Please identify a topic that you like to do.
- Explain why it is worth doing.
- Describe the design.
- Describe how you plan to test it.
- Implement it.
- Submit it to Microsoft Windows App Store.

http://windows.microsoft.com/en-US/windows-8/apps

#### team

- 2 students a team
  - a programmer and a tester
- They define the specification together.
- Then they work in parallel respectively for the program and testplan implementation.
- Note that changes to the specification in later stages of the project will cause pains of the team members. Thus such changes should be avoided.

# Term Project team, continued

- programmer-specific job
  - design the program according to the spec.
  - implement the program according to the design.
- tester-specific job
  - design the test plan according to the spec.
  - implement the test plan according to the test design.
  - The tester is not responsible for testing any property different from the spec.

checkpoint 1, team registration (3/6)

Submission to the TA via email the following team member information:

- Name of the team
- Name of the programmer,
- Name of the tester, and
- Student ID numbers of the two members

#### checkpoint 2, proposal (3/20)

- 5 mins presentation for each team.
- Submit to the TA via email:
  - the powerpoint document and
  - design framework, including
    - sequence diagrams,
    - use cases,
- Explain why it is worth doing.

#### checkpoint 2, proposal (3/20), continued

- Specify your program
  - explain why it is reasonable.
  - Note that once the specification is fixed, it is not supposed to change. Spec. change will create the difficulties for the tester in constructing test plans.
- For the *programmer*, describe your design
  - classes, methods, control flows, ...
- For the tester, describe your test plan.
  - explain why it is sufficient.

#### checkpoint 3, midterm report (5/1)

- Submit the midterm report, program code, test code, and test report via emails to the TA.
- For the programmer,
  - Explain what part of the specification and design that you have implemented.
  - Show the execution result.
- For the tester,
  - Explain the test plan parts that you have executed.
  - Show the test report.

#### Checkpoint 4, final presentation (6/26)

- 8 mins presentation for each student.
- Submit to the TA via email:
  - the powerpoint document and
  - the programs
- Explain your change to the specification.

Checkpoint 4, final presentation (6/26)

#### continued,

- For the *programmer*, describe your implementation.
  - classes, methods, control flows, ...
  - Please do not ask the audience to trace your code in the presentation!
- For the *tester*, show how you validate your implementation through testing.
  - instrumentation, bug reports, coverage, ...

- The two students in a team will be graded independently.
  - for design: class diagrams, sequence diagrams, use cases, and state charts;
  - for testing: unit test template generation
  - If the program is not finished but the test plan is good, the tester can still get good score.

### Grading policy (1/3)

- Novelty of the program
- Specification quality
  - + complete use cases
  - + complete scenarios
- Teamwork
  - + frequent discussion between the members
  - + frequent delivery and testing of intermediate code.
  - + frequent documentation of the projects

## Grading policy (2/3)

- Programmer-specifics
  - + good design
    - clear class interface definition,
    - easy-to-maintain flow-charts
  - + good implementation
    - good algorithms
    - good coding style
  - + good presentation
  - change of specification

## Grading policy (3/3)

- Tester-specifics
  - + Soundness
    - why we have to test this ?
  - + Sufficiency
    - why this is enough?
  - + Efficiency
    - How many bugs are found with the test plan?
    - How fast the bugs are found?
    - What is the bug distribution chart over time ?
  - + Bug report quality