Lecture 1: Course Overview

CS190: Software System Design

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I. Welcome to CS190

A. What this course is about

B. What you will get from this course

C. Why take CS190

II. Extreme Programming

A. What it is

B. Components

1. Strong interaction with customer
2. Stories to understand requirements
3. Testing everything as you go\
4. Small releases
5. Code simplicity
6. Pair programming

C. Why try it

III. Course Project

A. Deadlines from project handout

1. Note this is a different approach from previous years
2. Earlier team formation; Multiple and small releases

B. What I'd like to see from the projects

1. Size isn't important
2. Usability and customer satisfaction are

C. Teams

1. Why teams of ten
2. What you will learn from teams

D. Customer
1. **Emphasis on customer as opposed to TA**
2. **Customer responsibilities document**

IV. Assignments
A. For Friday:
1. **Come up with project idea(s)**
2. **Discuss with customers if possible**
3. **Read Extreme Programming Text (at least 1-4)**

B. For Monday:
1. **We will split into teams based on project groupings**
2. **Think about this and be prepared**

C. In General:
1. **One or more volunteers for putting together and maintaining the course web page**
   a) Each group will get its own page as well
   b) But I need a global one as well
2. **Accounts, etc.**