

CSE293 CSE Design Laboratory

Overall Course Requirements - <http://www.engr.uconn.edu/~steve/Cse293/cse293.html>

CSE293 CS&E Design Laboratory has the following requirements for all students:

- Teams for the course will contain either 5 or 6 students per team.
- As a W course, each team member will be responsible for 15 pages of written material for the course.
- Each team will do a project consisting of:
 - 1-2 page initial idea (Project 1)
 - 7-8 page specification with software quality assessment (Project 2) with one revision cycle (Part I - Project 3).
 - Detailed design consisting of FSM, ER, DFD, UML, etc. (Part II - Project 3) with one revision cycle (Part III - Project 3). There is an expectation of 2 diagrams per team member, with at least 1/2 page of written documentation for each team member. For UML diagrams, there are UML plug-ins for Eclipse (see course web page) as well as the tool Together Architect 1.0.
 - Prototyping and management plan (Project 4)
 - Three prototype reports and demonstrations (Project 5)
 - Final project materials which includes a detailed user manual (Project 5)
- Presentation Requirements - there will be 3-4 presentations by the entire team throughout the semester.
- Detailed and up-to-date web page that contains all of your project documents, presentations, etc.
- Semester BLOG for each team member that tracks their contributions throughout the semester (also posed on the web page).
- Use of a interactive development environment (IDE) for your project. Possibilities include Visual Studio and Eclipse.
- Use of a source code control system to manage all of the documents and code for your project. The product Subversion (<http://subversion.tigris.org/project/packages.html>) has both UI version for windows explore (<http://tortoisesvn.tigris.org/>) as well as an Eclipse plug in (<http://subclipse.tigris.org/#subclipse>)
- Final team/individual assessment (see web page).