CSE262 Software Engineering Laboratory
Project 1

DUE DATES: January 29 and February 1, 2001

For the first project, you are to meet as a team and define your problem. The topic that you
choose should be related to using JAVA to interact across the Internet with the goal to develop
better and enhanced multi-media interfaces and/or tools. To do this, there are a number of
preliminary steps that you have to take:

• Identify blocks of time that you can meet as a team. Note that the class time periods are
intended to provide the ideal time for you to meet when we are not having a formal class.

• Meet as a team to discuss potential topics of interest.

• Utilize Netscape to collect information on JAVA and on your proposed topic.

• Arrive at a consensus of the topic of choice.

Once you have done these steps, you are to prepare the following:

1. A one to two page proposal that will serve as a preliminary specification of your topic.
Submit this document by 9am on Jan. 29, 2001 by email (steve@engr.uconn.edu).

2. A presentation (at most 5 overhead slides) on 2/1/01 that your team leader will give in class.
This should include an overview slide, a slide that reviews the major details of your topic,
and perhaps slides that show mock-ups of user-interfaces, outputs, etc. Identifying the
high-level software and hardware components of the project is also a reasonable objective.
Finally, you must also include at least 1 UML use-case as part of your presentation. Thus,
it will be necessary for at least two members of the team to become proficient in UML
modeling, by reviewing Chapters 1, 2 and 3 of the UML textbook (pages 1-43), use-cases
in Chapters 16 and 17 (pages 219-241), and by utilizing the Together CC. To serve as a guide
for your presentation, please see the CT Insurance Department Powerpoint presentation
on the course web page.

I will provide feedback on your proposal by 1pm on 1/29/01, and if possible, will send the
feedback to you by email. Use this feedback to prepare your presentation for 2/1/01. I will
provide additional feedback immediately on point 2 during class, and in fact, all students from
all teams are encouraged to offer their constructive input and suggestions. Project 2 will be also
handed out on 1/29 and will involve the writing of the first version of a detailed specification by
2/8/01. Sample specifications are also available via links from the CSE262 course web page to web pages for the Student Projects from the Spring 2000 semester.

If you have any thoughts on possible project topics, you are urged to contact me ASAP by either email or in person, starting ASAP! Note - All subsequent project assignments will be posted on my web page prior to the class in which they are to be discussed.

To give an idea of appropriate types of projects, here is a review of the previous three semesters worth of projects:

- The US Census Browser Project, Spring 1996, allows users to browse national census database via a graphical and menu-based interface of queries. The software automatically finds one of the census sites that is on-line nationally. Displays of information and results occur via tables, bar graphs, pie charts, and line graphs. A working implementation was available by the end of the semester.

- The NYSE Browser Project, Spring 1996, allows users to create a custom viewing environment for tracking stocks. Uses actual real-time data of stocks (15 min delay) and allows users to have a custom ticker. Displays of information and results occur via tables, bar graphs, pie charts, and line graphs. A working implementation was available by the end of the semester.

- The WebMaker Project, Spring 1997, allows users to create either home pages or resume pages in html. The user does not need to know html; rather forms and boxes are utilized to solicit input. Once all input has been received, the finish button generates the html code automatically. A subset of the source code (.java files) and all of the executables (.class files) can be found in the directory /home/cse230/WebMaker. The README file in that directory gives a brief explanation of running WebMaker. A working implementation was available by the end of the semester.

- The Mango Project, Spring 1998, was geared to be similar in concept to the UConn-X-CHG system that is utilized in examples in CSE230. Their implementation was client/server based (server in a dorm), they had a relational database component (MS Access) that their software interacted with, and they supported various interactions with databases and applications that are part of the UConn Computing Environment.

- The Casino Project, Spring 1999, was a multi-player blackjack game where players could be distributed (a client/server architecture) and could execute the client software on an NT, Win98, or Sun workstation. The implementation supported up to 6 players making bets across the network.

Note again that the course web page contains links to the web-pages for the Student Projects (Asbestos, MetroSub, Franklin) for the Spring 2000 semester for your reference.