Homework 1

- **Due**: October 16
- **Goal**: Code review, (re)design, and (re)implementation.

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Can discuss and work together, but submissions (code, write up, etc.) are individual.

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**Final project assignment posted**

- **Replication study**: Takes an existing research paper, replicates its experiments on the same data, and then evaluates the results from the original ones reported in the paper, and lessons learned from applying the experiments to new data.

- **Desired extensibility**: Your implementation must implement the rules of tic tac toe. It must, in that sense, be a correct implementation of the rules.

- **Violations of best practices**:
  - Reading game moves from other sources (e.g., reading from the command line).
  - Using a different visualization (View) for the game board without changing the model or the controllers.

- **How to fix it (one or two sentences)**

- **Future project**: Applies the techniques to tic tac toe, and then extend it to other games.

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Coming up

• Next week:
  – Guest lecture on Wednesday, October 3, 4-5PM in CS 151
  – Please attend.
    (if you have a time conflict – we’ll post a video)
  – No class on Thursday, October 4

• Homework 1 posted (due Oct 16):
  https://people.cs.umass.edu/~brun/class/2018Fall/CS520/hw1.pdf
• Final project assignment posted

Agile development

• Fast paced
• Frequent releases
• Developer centered
  – do we need managers?

Scrum

• A very popular flavor of agile
• Three pillars:
  – transparency
  – inspection
  – adaptation

Three roles

• Product owner
  – represents the customer
• Development team
  – performs sprints
  – delivers software product
• Scrum master
  – Buffer between team and outside world
  – Prevents distractions, barriers

Many aspects of Scrum

• Sprints
• Scrums
• Stand-up meetings
  – what did I do yesterday?
  – what will I do today?
  – do I see any impediment from our goal?
• Reviews

Pair programming

• Coding, testing, designing, etc.
• Pair-work facilitates
  – transparency
  – no single point of failure
  – decision making
  – focus
Collaboration Exercise

- An exercise game for learning about collaboration
- Developed by Laurie Williams and Lucas Layman at NCSU
©Williams and Layman 2007

http://www.youtube.com/watch?v=rG_U12ugRhE