Administrative stuff

- Our Schedule
  - Tuning as we go
  - I intend to offer (cancel) some classes for project work
- Web servers
  - Meet and discuss after class
Today

- More on Scheduling
- The Contract
Scheduling (Task Budgeting)

- Separate total work into tasks/activities
  - For us/now, mapped to required functions
- Estimate time to complete each
- Identify relationships
  - Dependencies between tasks
  - Tasks that can be accomplished in parallel
- Don’t forget to allow for
  - Prototype (minimal: main interface with stubs)
  - Integration of functionality
  - Testing (validation and verification)
  - Documents (Design Spec, User Manual, etc.)
Interact with the Schedule

- Remember: three constraints
  - Schedule
  - Cost
  - Function

- Interact with the plans
  - Iterate over schedule and function
Granularity

- Keep to ~ one week granularity
- Larger or more coarse
  - Loses meaning
- Smaller or finer
  - Useful tool becomes a burden
The Contract
Goals

- Converge on requirements
- Make requirements clear and concrete
  - Guide the Design Specification
  - Input for verification and validation
- Use diagrams for in-class *Group Status Reports* (March 1, 6, and 8)
Due on Tuesday (Feb 6)

- Hand deliver hard copy w/ *team* signatures
  - to Boss at start of class
  - to Client same day
- Note: no Client/Boss signature now
  - You are submitting this to them
- Email to notify that the electronic version is in your Library
  - the Boss
  - your Client
Structure and Size

- Use hierarchical section numbering
  - In paragraphs describing requirements
  - Use matching numbering in diagrams
  - (example in a moment)

- Document length guidelines
  - See { ~ __ page } w/ headings in sample
  - No more than a paragraph per section or sub-section
  - No more than three levels of functionality
On-Line Example Outline

http://www.cs.unc.edu/~welch/class/comp145/media/docs/contract_outline.pdf
That’s it…

- Teams/people w/ interest in web server setup, see me now.
- My advice
  - Spend some time on this
  - Watch the game!