Administrivia

- (None.)

Design Project — Introduction

- A perennial problem for our department is scheduling classes in available rooms, because there are lots of constraints to satisfy:
  - Obvious ones — two classes can't meet in the same room at the same time, one person can't teach two classes at the same time.
  - Less obvious ones — don't want to schedule two classes likely to have overlapping enrollments at the same time, some classes may need equipment/software only available in one room. Might even want to consider instructor's scheduling preferences (e.g., Dr. Pitts wants T/R classes only).
- Your mission for this course is to design a system to help with this problem. (Ideally, it will generalize to other similar problems.)
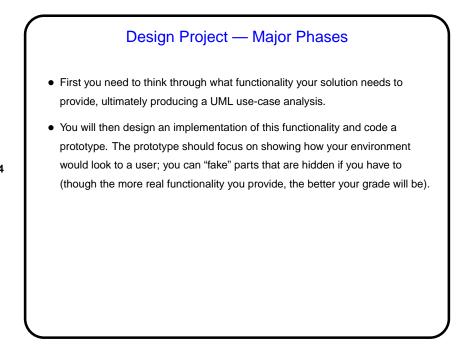
Design Project — Requirements and Constraints

- You have some flexibility in deciding exactly what functionality to provide — that's part of the design problem. Real-world problems usually have a "customer", and part of the design problem is figuring out what he/she wants. I'll play that role in this project.

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- You also have the following constraints:
  - Your solution should be as cross-platform and portable as possible — i.e., users should not be constrained to a particular platform.
  - Your solution should not require spending money — e.g., if you use existing products/programs, they must be public-domain / free.

Design Project — Major Phases

- First you need to think through what functionality your solution needs to provide, ultimately producing a UML use-case analysis.

- You will then design an implementation of this functionality and code a prototype. The prototype should focus on showing how your environment would look to a user; you can "fake" parts that are hidden if you have to (though the more real functionality you provide, the better your grade will be).

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To Do Today

- Choose group leaders (each group should meet, choose a leader, and tell me the choice by e-mail).

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Minute Essay

- None — sign in.

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