

Slide 1

Administrivia

- Reminder: Final reports, code, and individual evaluations (of the others in your group) due today, or ASAP.
- Syllabus lists again what your grade is based on. If your group turned everything in, and you attended class regularly, you will likely make an A. I've mailed grades for what I have at this point (but it's only 45 points out of 100); please tell me if I've made a mistake.

Slide 2

A Little History / Rationale

- Impetus for the course — in part, difficulty seniors had with senior software project, where they were asked for the first time to do requirements analysis, high-level design, group work, etc. Idea was to give students some prior practice / experience.
- Prior to most recent catalog change, all majors except first-year took some section of P/E/D. So common sessions could work as a kind of department seminar / way to build community among majors. Senior P/E/D, though, seemed a bit redundant, and we wanted to add CSCI 1194 (survey course), so it was dropped.
- So now we have only sophomores and juniors. Goals?

Slide 3

What We Hoped This Course Would Teach You

- The name gives some hints:
 - “Professional” — a little about computer science as a profession.
 - “Ethics” — a little about ethics as it relates to computer science.
 - “Design” — a little about high-level design.
- But it’s only a one-unit course . . .

Slide 4

“Professional”

- Goal — give you some exposure to computing professionals outside academia, tell you a little about CS as a profession.
- Mostly we do this via outside speakers. This year:
 - Mr. Cornell from The Denim Group.
 - Mss. Munsinger (“the lawyers”). (Possibly they fit under “ethics” too.)
 - Mr. Elmendorf from Rackspace.
 - Mr. Cotton from Digital Defense.
 - Speaker(s) from Valero.

Slide 5

“Ethics”

- Goal — review “codes of ethics” laid out by professional bodies (ACM, IEEE), think about how they apply to sample scenarios.
- Mostly we do this by telling you a little about these codes of ethics (lecture by Dr. Howland), then providing some sample scenarios and making you think about them.

Slide 6

“Design”

- Goal — give you some exposure to requirements analysis and high-level design; that is, what to do when you’re given a not-very-well-defined “problem” and asked to come up with a computing-based “solution”.
Not clear that this can be taught except by asking you to try it, hence the “design problem”. Possibly you also learn from observing juniors’ and seniors’ presentations.
- Another goal — to provide some practice with ways to represent / formalize this process.
Hence the lectures on use cases and UML diagrams. Some overlap here with Software Engineering course.
- Yet another goal — give you some practice working in groups.

Minute Essay

- How did the course compare to your expectations/goals? Did you learn what you hoped to learn?

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